

WARLOCK 4™

THE FIGHTING FANTASY MAGAZINE



A Penguin Magazine

95p

Vol 1 No 4
Quarterly



* Tricks and Traps

* Expanding Fighting Fantasy

* Artist's Profile – Iain McCaig

* Competitions – cash prizes

* Terrifying new adventure amongst the sand dunes of *The Dervish Stone*

750 DE LUXE FANTASY PUZZLES

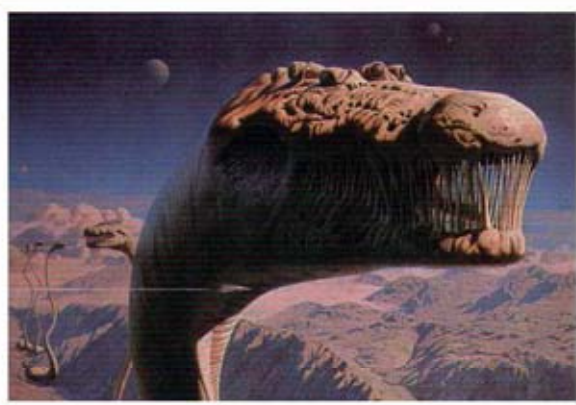
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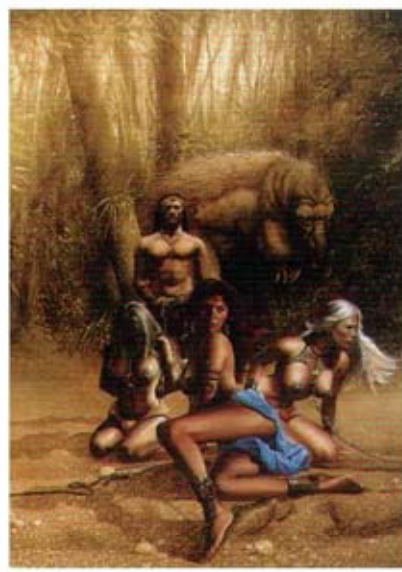
1040 Elric by Chris Achilleos

- * Famous Artists
- * Thick green board pieces

- * Puzzle size 42cm x 60cm
- * Box size 37cm x 26cm



1042 Alien by Richard Clifton-Dey



1043 Slave Trader by Jim Burns



1044 Standard Bearer by Chris Achilleos

500 DE LUXE FANTASY PUZZLES

PIECES



1022 Forest of Doom by Iain McCaig

- * Fighting Fantasy Artists
- * Thick green board pieces
- * Puzzle size 49cm x 36cm
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1021 Warlock of Firetop Mountain by Peter Andrew Jones

WARLOCK™

THE FIGHTING FANTASY MAGAZINE

Dear Adventurers

Another year of Fighting Fantasy is before us and it looks like being a MONSTER! Lots of new Gamebooks are coming out (see 'Fighting Fantasy News'), and other related merchandise too.

In this issue we feature the winning entry of the Adventure Competition of *Warlock 1*. Congratulations to Paul Struth for creating *The Dervish Stone*. We also congratulate Ian McDonald for winning the Cartoon Competition of *Warlock 2*. His wily wizard Arkenor captures the spirit of the lighter side of Fighting Fantasy and we needed Cure Light Wound spells cast on us to fix our split sides. We hope that Arkenor will become a regular feature of *Warlock*.

Robert Dene's amusing guide on 'How to be an Adventurer' won one of the runner-up prizes. The other runners-up were: William Merrin, Vincent Staniforth, Daniel Coombs and David Janes.

And our last congratulations go to Paul Dyason, who won the Monster Crossword prize draw featured in *Warlock 3*.

This issue also gives you the opportunity to help decide the future of Fighting Fantasy. Complete and return the 'Feedback' page and you might win an autographed set of Gamebooks, as well as help us with our plans for the future,

If you decide to send back the 'Feedback' page, why not include a letter for 'The Warlock's Quill' or a monster for 'Out of the Pit'? Or you might like to write an article. Next issue, we will be featuring a Fighting Fantasy adventure written by one of the runners-up in the competition, along with all the regular features and competitions. Until then, keep on bashing the orcs.

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Steve Jackson

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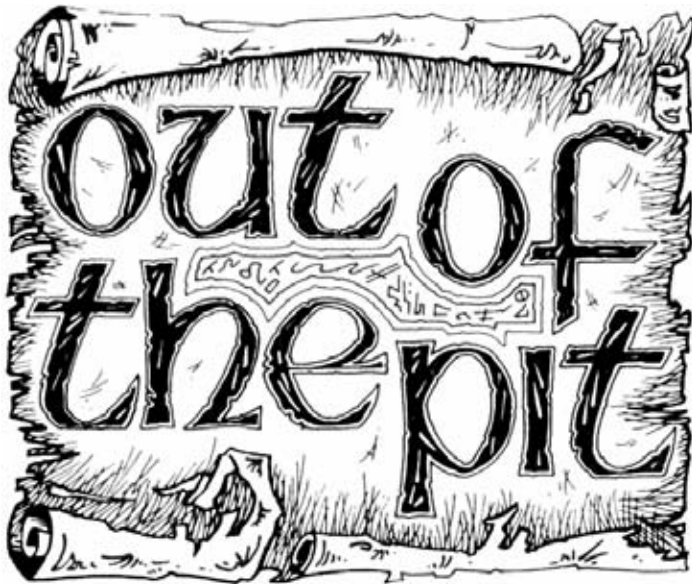
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This issue we present a blood-curdling selection of monsters that have just been created by Marc Gascoigne, but are yet to appear in any Fighting Fantasy Gamebooks. They will, however, be appearing in a book of monsters due out later this year – a chilling compendium edited by Marc.



CAARTH

SKILL: 10
 STAMINA: 11
 Type: Humanoid
 Habitat: Wilderness, desert
 Number Encountered: 2 to 7
 Reaction: Hatred
 Intelligence: High

'With a stifled gasp, the ape-man fell forward, dropping his brandished club; a throwing-dagger protruded from the small of his back. There was alight step on the stone floor of the ruined temple, and I looked up into the coldest, cruellest pair of eyes I ever wish to meet . . .'

From *Travels*, by the seer Belisarius

Beyond the southern limits of human civilization lie endless desert wastes. Here and there are scattered tribes of squat ape-men and brutish Neanderthals, but ruling over them all are the CAARTH. Legend has it that they are descended from the same lineage as men and orcs; but where men came from apes and orcs were crossed with swine, so the CAARTH were crossed with snakes!

Standing over two metres tall, these evil humanoids have blunt reptilian heads, crowned with a bony ruff at the back of the neck, which leads down into a ridged, spined back. Cold eyes bulge from the top of their snouts, and their mouths are full of needle-like fangs. Their bodies and limbs are smooth and hairless, but their hands and feet end in bestial talons. They are highly intelligent, and their knowledge is said to be as wide as man's. They are much stronger than men, however, and are fearless warriors who fight with teeth and talons as well as with swords, javelins and bows. In their intricate stone cities hidden in the wastelands, it is said, they are ruled by mighty sorcerers and high priests, who practise vile demonic rituals and worship the dreadful snake demon, Sith. What is certain is that the CAARTH armies are strong and disciplined, and have spread cruel dominion over much of the southern lands, taking slaves and high taxes of all they conquer. They are kept from spreading such a rule further north only by the more temperate climate, but those who have encountered CAARTH war parties have rarely lived to tell of it – their bodies are usually found much later, staked out on the hot sand to die.

DEATH SPIDER

SKILL: 14
 STAMINA: 9
 Type: Demon
 Habitat: Hell, dungeons, ruins
 Number Encountered: 1
 Reaction: Hatred
 Intelligence: Very high

Some demons pass the time by roasting the souls of the damned over steaming pits of brimstone and sulphur. Others enjoy trying to tempt holy men, as they fast in the wilderness, with the delights of being evil, just once. And some stalk the earth as DEATH SPIDERS, luring adventurers to hell as a spider lures a fly. These diabolic creatures appear as massive grey-black spiders, but instead of normal arachnid heads they have demonic heads, with a malevolent travesty of a human face, dripping fangs and stubby horns. Almost five metres across, they lurk in dungeons and ruins, ready to trap an unwary explorer.



When encountered, they will usually be in the centre of, or at least close by, a large web. This near-invisible tangle of sticky, silver strands is the demon's link with the Realms of the Damned, and is used to capture its victims. When it attacks, the DEATH SPIDER tries to bite its opponent, both to inflict damage and to inject a paralysing poison. If its attack succeeds, the adventurer must *Test his Luck*. If he fails, he is paralysed by the venom, and will be dragged on to the web and bitten until he dies.

Once stuck to the web, the corpse of the dead adventurer, together with the DEATH SPIDER and its ghostly web, will start to dematerialize, and return to the demon's plane, where the soul of the victim can be extracted at its pleasure, and tortured for the rest of eternity!

STRANGLE WEED

SKILL: 8
STAMINA: 13
Type: Plant
Habitat: Forests, ruins
Number Encountered: 1 to 3
Reaction: Neutral/unfriendly
Intelligence: Low



STRANGLEWEED occurs in many overgrown areas, but it is most commonly found hidden among the dense thickets at the heart of Darkwood Forest. Although it looks much like the trees that surround it, it is in fact a large, vine-like creeper, and a most voracious one at that.

The main body of the plant grows up to four metres high, and can easily be mistaken for a real tree-trunk, with its rough, bark-like surface. From around the top of this thick stem as many as fifty thin tendrils droop to the ground. The STRANGLEWEED uses them as a fisherman would, to trap the small creatures it usually lives off.

Each tendril is about six metres long, and ends in a cluster of bright, pungent-smelling flowers. When an unsuspecting creature stops to nibble, or disturbs the tendrils in any way, the rest of the creepers lash around it. Squeezing with prodigious strength, they choke the prey to death, and then raise it to the top of the stem and squash its juices out into a shallow hollow, where they are slowly digested over the next few hours.

STRANGLEWEED isn't averse to snatching at anything that disturbs its creepers, and that includes humans! If an unwary adventurer should activate the tendrils, they will immediately whip around him. While he may make the normal attack, the STRANGLEWEED will also automatically strangle 1 point of his STAMINA every round. If the adventurer dies, it will raise the corpse up, and slowly crush his flesh and extract his juices, leaving the skeleton hanging high above the ground. It can be very disconcerting to take a stroll through the forest and stumble on such horrific aerial graveyards!

KRELL

SKILL: 6
STAMINA: 5
Type: Animal
Habitat: Wild- – Forest, jungle
Tame – Towns, and anywhere men are
Number Encountered: Wild – 1 to 6
Tame – 1
Reaction: Friendly/wary
Intelligence: Average

Originally found in the steamy jungle of the east, KRELL are six-armed ape-like creatures. Covered in thick mats of brown hair, they are incredibly nimble, and swing dextrously through the trees at great speeds. In the wild, KRELL are very hard to find, since they are very shy creatures, who blend into the thick jungle foliage. They live in small family groups, hunting and eating parrots, rats and other small creatures, as well as fruit and roots.

The quick wits of the KRELL make them ideal as pets or magical familiars for wizards and other characters. They are highly suited to sneaking, spying and thieving, as much at home clambering up walls and over roof-tops as they are swinging through trees. In a fight they can be quite vicious, hanging on to their foe with as many limbs as possible (often smothering their opponent's face), and then biting with sharp, pointed teeth.

Occasionally, their masters will teach them simple tricks, such as juggling or tumbling, and some KRELL are dressed in miniature suits of clothes and taught to bow and be courteous. In their natural habitats, KRELL communicate in a complicated language of clicks and chatters. A few of their owners learn this language, but none can match the achievement of the Arch-wizard Belandros, who taught his KRELL to speak the language of men (though, it must be said, in a thick eastern accent!).



WARLOCK PROFILE no. 2.

An Interview With **IAIN MCCAIG**



SOMEWHERE IN THE GREASY
BLACK NIGHT OF LONDON...
MCCAIG MANSION WAITS...



... FOR US.

THE GATE RATTLES... WE ARE BECKONED IN.
HUMBACKED, PIGGY-EARED, HIDEOUS FROM
YEARS HUNCHED OVER HIS DRAWING BOARD
AT LAST WE MEET...



UM...

THANKS
A LOT...



DA BOSS IS BUSY WIT A
DEADLINE SO HE SENT
ME...



COMPATABILITY
JONES...

AN' I AIN'T GOT
PIGGY-EARS.



ER... AND SO THE STRANGE TALE OF
IAIN MCCAIG UNFOLDS...

YEAH, YEAH.
C'MON DOWN DA VAULTS OF ANCIENT
HISTORY AN' I'LL TELL YA HOW IT
ALL BEGAN...



ONCE UPON A TIME
DA WORLD WAS BORN
'N DERE WAS DINOSAURS...

AN' THEN DERE WAS IAIN AN'
CRAYONS AN' BETWEEN DA THREE
OF THEM THEY COVERED A LOTTA
WALL SPACE.



EVOLUTIONS
PASSED...
A VORACIOUS
READER WITH
A PASSION FOR
DRAMATIC ART
MCCAIG GREW
UP WITH THE
BEST OF
AMERICAN
& BRITISH
CULTURE...





TRICKS & TRAPS

by Jan Livingstone

Even hardy adventurers often have a difficult time overcoming all the monsters they encounter on their quests. But I am sure that many have suffered wounds caused not by monsters, but by the devious traps that are set inside the Gamebooks. How many have bad memories of the portcullis levers in *The Warlock of Firetop Mountain*, or the deadly devices riddled throughout *Deathtrap Dungeon*? Traps are the perfect obstacles to thwart even the toughest adventurers, since overcoming them often requires brain instead of brawn.

Traps can be simple – for instance, if you walk through a left-hand door, something unpleasant is going to happen to you, but if you walk

through the right-hand door, you will benefit somehow. Or traps can be complex, requiring more thought than simply choosing one of two options. Visual clues in an illustration of a trap can be spotted. Simple mathematical puzzles can be applied to tricks to make them more challenging, as in the Statue Room in *Deathtrap Dungeon*. There is obviously plenty of scope for tricks and traps.

Traps can be applied to doors, floors, tunnels, rooms, stairs and passageways, and feature arrows, daggers, spears, teleporters, chutes, rolling boulders or iron balls, gas, acid, fire, poison – the possibilities are endless.

As an example, a common trap is a stone which falls down from the ceiling when triggered by the opening of a door.

Another example is the floor of a room which pivots at its centre and deposits the unfortunate adventurer down into lower rooms/pits/cellars. Wounds may be received as a result of the fall and, even worse, escape may not be possible if the adventurer does not already possess a pole or some rope.



Tricks can be presented in the form of riddles, rhymes, illusions, animated objects, dialogue, unseen messengers, puzzles and anagrams in or on scrolls, walls, etchings, paintings, carvings, doors, pillars, idols, fountains, ashes, ceilings, floors, chests, chalk, etc.

A passageway appears to come to an end at a doorway. The adventurer may be given the options of trying to open the door or walking back down the passageway. The door is in fact an illusion which has been placed over a pit. If the adventurer tries to open the door, he or she will fall down the pit and lose STAMINA points.

However, the adventurer might have found a ring of illusion-detection earlier in the adventure, and will be given a chance to see the illusion should he or she opt to open the door. Another example might be that the adventurer walks into a room where there is a lantern. The door slams shut behind the adventurer and a genie emerges from the lantern. The genie asks the adventurer a riddle which, if answered correctly, will benefit the adventurer, but will cause injury, if answered incorrectly.



TRICKS & TRAPS - COMPETITION

In Fighting Fantasy Gamebooks, we guarantee the nastiest of surprises! But perhaps you may have designed a fiendish trick or trap of your own which you may wish to test on our intrepid readers. If you have, then Penguin are offering cash prizes for the best of them. Design an original trick or trap and include a diagram if at all possible. Include items or artefacts that may be needed to detect or overcome the trap. The best trap will earn its designer a first prize of £20 and there will be five runner-up prizes of £10 each. All of these will be published in a future issue of Warlock. Attach the Entry Token below to your trick or trap, and send it with your name and address to:

Tricks and Traps,
Warlock Magazine,
Penguin Books Ltd,
536 King's Road,
LONDON SW10 0UH,
England

Entries must arrive not later than 15 March 1985. Overseas entries will be accepted until 10 August 1985.

**TRICKS AND TRAPS
COMPETITION
TOKEN**

CARTOON COMPETITION RESULTS

Winner: Ian Macdonald





Cont'd?!

HOW TO BE AN ADVENTURER

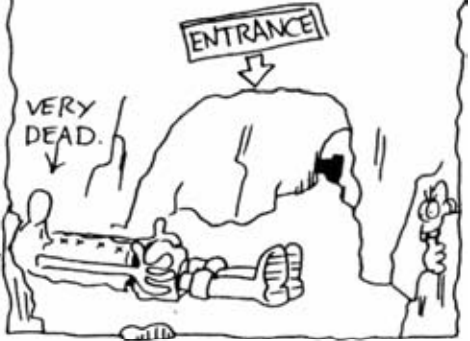
(A SHORT GUIDE)

ROBERT DENE

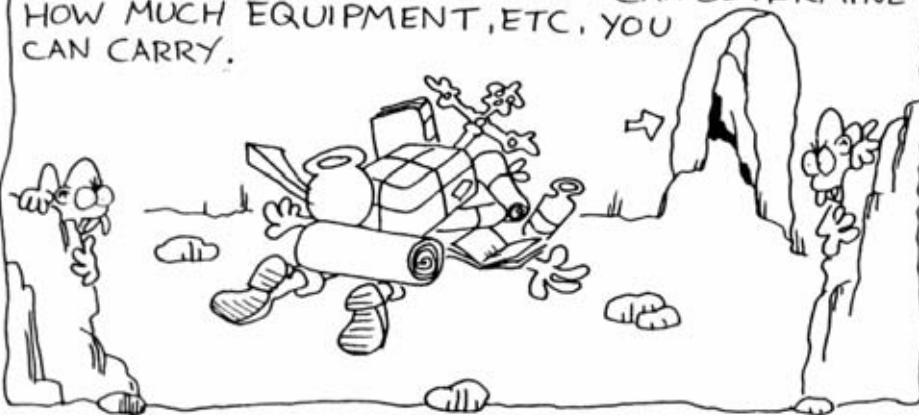
WELCOME TO THE WORLD OF ADVENTURE. THIS SHORT GUIDE WILL I HOPE GIVE YOU A LITTLE INSIGHT INTO ANOTHER WORLD WHERE YOU MAY MEET DANGERS SUCH AS DRAGONS DEMONS AND OTHER RATHER NASTY CREATURES. SO WITH THE HELP OF WILLY THE WARRIOR READ ON...



TO BEGIN, AN ADVENTURER NEEDS CERTAIN 'ATTRIBUTE'S OR HE'L END UP VERY DEAD VERY QUICKLY...



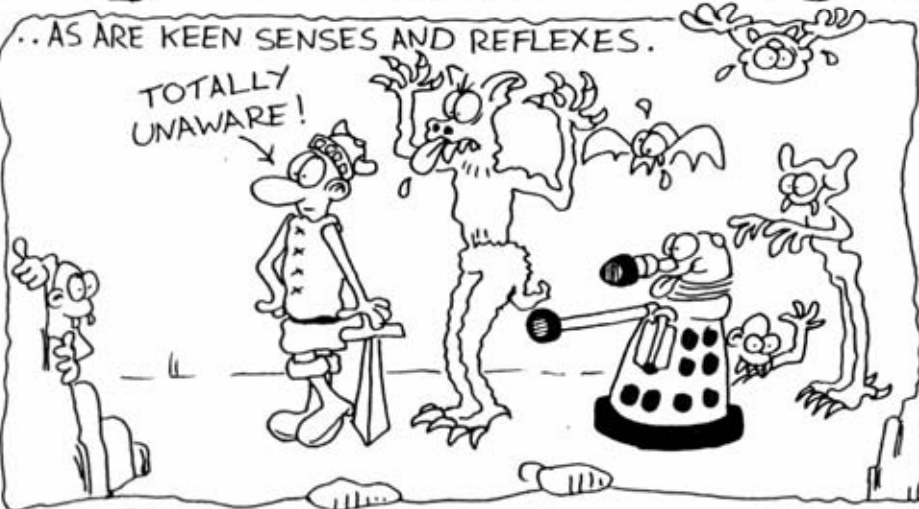
STRENGTH IS ONE ATTRIBUTE, USED FOR BATTLES THAT WILL ARISE, AND CAN DETERMINE HOW MUCH EQUIPMENT, ETC, YOU CAN CARRY.



BRAVERY IS ALSO A NECESSITY...



.. AS ARE KEEN SENSES AND REFLEXES.



DRAWING A MAP OF YOUR PROGRESS IS ADVISED OR YOU MAY END UP LOST.



DURING YOUR ADVENTURE YOU MIGHT MEET HELPFUL CHARACTERS, LIKE WIZARDS WHO CAN CAST SPELLS UPON THE ENEMY, SUCH AS -

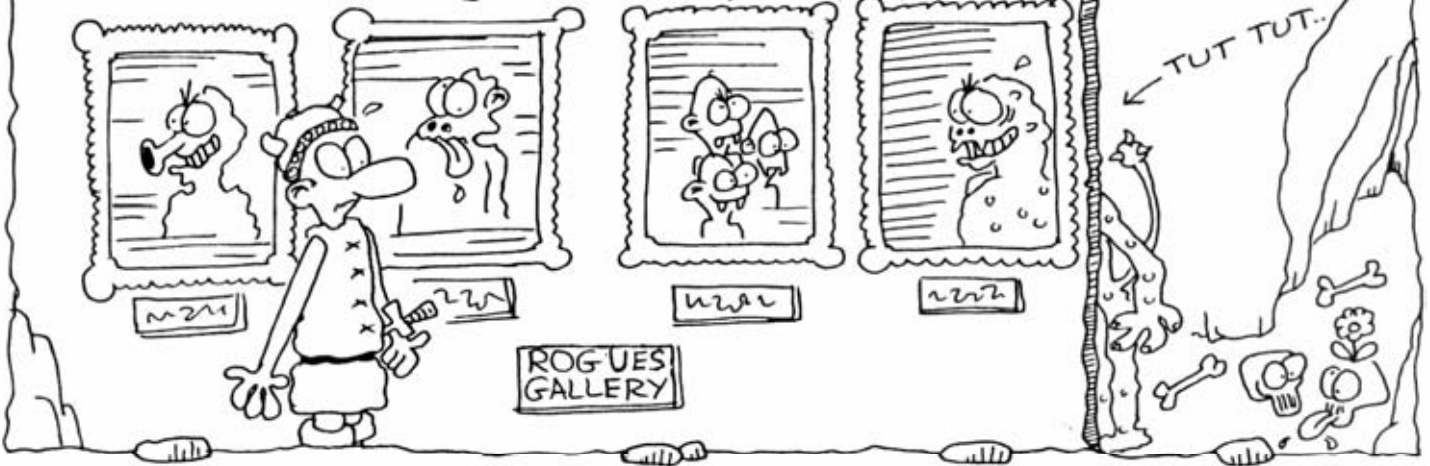
SLEEP SPELLS...



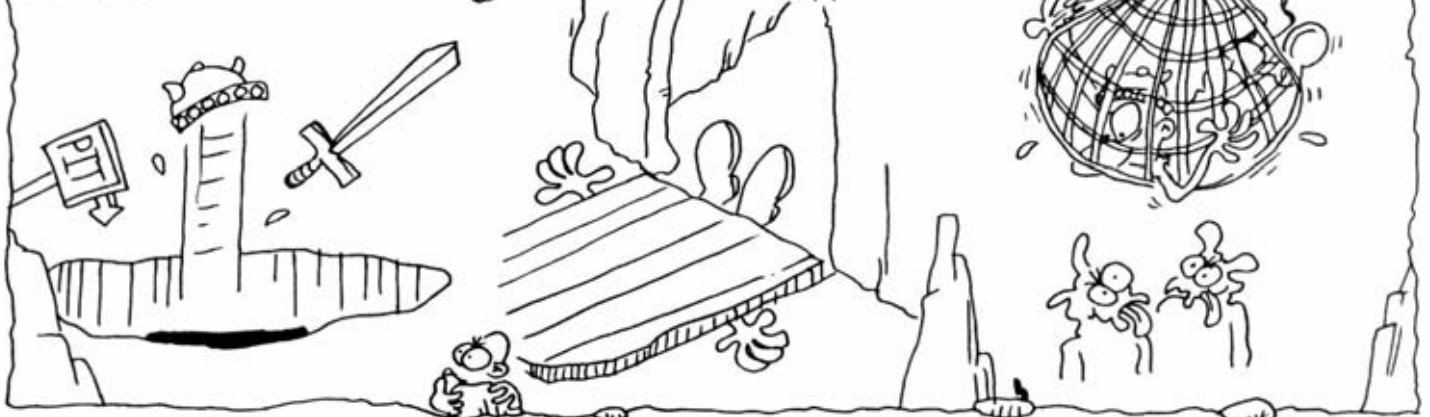
.. AND TRANSFORMATION SPELLS.



OF COURSE THERE WILL BE UNFREINDLY CHARACTERS...



..AND MOST CERTAINLY TRAPS.



DARKNESS CAN BE A PROBLEM...



BUT NOT IF YOU HAVE A LANTERN.



DURING YOUR ADVENTURE YOU MAY FACE ALL THESE PROBLEMS AND MORE.



..FINALLY THERE IS THE GREAT- PLEASURE YOUR GOAL, OF REACHING WHETHER IT BE SAVING A PRINCESS OR FINDING UNTOLD RICHES.



BUT HOWEVER, IF ALL THIS IS BEYOND YOU... THERES ALWAYS ORIGAMI.



the WARLOCKS QUILL

Dear Warlock,

When I first saw your magazine in a bookshop, I was very pleased that someone had written a magazine all about the Fighting Fantasy Gamebooks. I have all the Fighting Fantasy Gamebooks and *Sorcery!* books. I am eagerly waiting for more. Ever since I bought *The Warlock of Firetop Mountain*, I have been enthralled by the sheer imagination of the books. I have bought some of another make, but found them only pale shadows of the Fighting Fantasy Gamebooks – they are the best, and I mean that. I would rather *Warlock* magazine came out every month, but there is so much work to do that I suppose it would be almost impossible. Congratulations on such an excellent magazine and may your SKILL (at writing Gamebooks) never fail.

The very best of LUCK.

Stephen Taylor
Newport, Isle of Wight

Thanks for the praise, Stephen. Your cheque is in the post! – Ed.

Dear Warlock,

Please could you alter the Fighting Fantasy rules to make them seem more lifelike. I think that for every 5 STAMINA points lost, 1 SKILL should be deducted. If I was down to 1 STAMINA point and still had 10 SKILL points, I would be able to fight as well as if I had 24 STAMINA points. In real life, if I was hanging on to life by a piece of cotton, I would not be the fittest fighter in the world. Anyway, I just thought I would point this out.

Yours sincerely,

Russell Cooper
Southport, Merseyside

We receive many letters suggesting changes to the Fighting Fantasy game system, some of which we think would improve the 'realism'. In fact, loss of SKILL points as a result of loss of STAMINA points is a rule which has been incorporated in the forthcoming Free-way Fighter. However, Fighting Fantasy is meant to be very 'playable', so that complex 'rules do not inhibit the excitement and speed of the adventure. But readers are obviously welcome to adapt the rules as they wish to suit their own requirements – Ed.

Dear Warlock,

I have played Fighting Fantasy for about two years now, and I think that, although the rules are generally pretty good, they would be improved by the addition of Experience points as in Dungeons & Dragons. The method I have devised for myself is this. For every monster I face (and beat), I determine its Experience point value and record it. At the end of the adventure, I add my scores up and try to gain enough to rise a level. I determine the value of each creature by the formula

$$\frac{3(x+y)}{4}$$

where *x* is the SKILL and *y* is the STAMINA of the creature. For instance, a Goblin (SKILL 6, STAMINA 6) has a value of

$$\frac{3(6+6)}{4} = 9$$

Having devised this, I gave it a trial run on *The Warlock of Firetop Mountain*. I ended the adventure with 297 points.

I suggest four levels, as shown below.

Level	Experience	Experience
Title	Level	Points
Fighter	1	0–500
Warrior	2	501–1000
Champion	3	1001–1500
Hero	4	1501–2000

The bonuses for each level are:

Fighter: none
 Warrior: +1 on Attack Strength and –1 on *Test your Luck* dice rolls.
 Champion: +2 on Attack Strength and –2 on *Test your Luck* dice rolls.
 Hero: +4 on Attack Strength and –4 on *Test your Luck* dice rolls. When sustaining wounds, you only take half damage.

Take it or leave it!

S. Wilson
Sheerness, Kent

This is a good idea, but it could lead to problems. The monsters would have to become increasingly tougher in each new Gamebook, so as to be a challenge to Heroes. Otherwise the adventures would be too easy. However, Fighters going through the same adventure are likely to be cut to ribbons in the first room. But again, readers can adopt these advanced rules if they wish – Ed.

Dear Warlock,

Come on, admit it, *The Warlock of Firetop Mountain* is impossible to do! Charles Boundy's letter in *Warlock 3* had me in fits, saying, 'Yes! Yes! Absolutely!' The Maze of Zagor is IMPOSSIBLE.

The reason I am writing is to tell you my preferences regarding your Gamebooks. Bear in mind that I have only read the short versions of *Caverns of the Snow Witch* and *House of Hell* and I haven't read *Scorpion Swamp* at all. Anyway, in reverse order:

9. *Starship Traveller*
8. *The Warlock of Firetop Mountain* (this low only because of the maze)
7. *Caverns of the Snow Witch*
6. *The Forest of Doom*
5. *The House of Hell*
4. *Island of the Lizard King*
3. *The Citadel of Chaos*
2. *City of Thieves*

And now, drum roll please...

1. *Deathtrap Dungeon!*

Ian, give yourself a pat on the back. Old Sukumvit prepared some really nasty traps and some lovely surprises in this excellent book. I staggered through to the sunlight with SKILL 12, LUCK 7 and STAMINA 4! I had fifteen dead creatures under my belt, and a thumping headache. Crumbs! I *hate* that revolting little Trialmaster. When I had to kill Throm I was so cross with the dwarf that I just had to kill him as soon as I could.

Anyway, I'll sign off now. So, until I understand the rules of *Market Mayhem* make mine a Warlock!

Yours, desperate to get my name in print,
Patrick Fahy,
Epping, Essex



P.S. Hope you like the cartoon of Ian and Steve!

Anybody who dares to portray Ian as a bald wizard and Steve as a gorilla deserves to stay lost in the Maze of Zagor! But your idea of rating the Gamebooks inspired us to give other readers the opportunity to have their say. Hence 'Fighting Fantasy Feedback' on page 21. OK, everybody, let us have it! – Ed.



Dear Warlock,

There is only one thing I want to ask. Why on earth is there a box for 'Initial Magic' and 'Magic Spells' in *The House of Hell* adventure published in *Warlock 3*? There is no mention of magic in the rules or the actual game! (But apart from that, I thought the game was excellent.)

Yours quizzically,

Michael Waite
Dorchester, Dorset

Aah . . . er, hum, yes. The answer to that one is simple. In fact it can be summed up in one word: 'Oooops . . . ' - Ed.

Dear Warlock,

Thank you for producing three excellent magazines in the first year. I have all nine Fighting Fantasy books and the three in *Sorcery!* and I am eagerly awaiting *The Crown of Kings* and *House of Hell*. I think the best book is *Scorpion Swamp*. I didn't like *Starship Traveller*; I am just not into space adventures (sorry, Steve). Anyway, I have a suggestion.

Why not hold a Fighting Fantasy convention? There could be talks, and it would allow us adventurers to meet Steve and Ian and talk to other FF fans. Also, how about letting us choose some characters as in D&D and print advice in *Warlock* on how to use them in adventures?

Anyway, must continue with reference 37 of *Scorpion Swamp* . . .

Yours excitedly
Paul Cater Malden, Essex

A Fighting Fantasy convention! A great idea and one which we took up with the Grand Wizard at Penguin. He hummed and aahed and mumbled something about 'Maybe we could have a special Fighting Fantasy section at the next Puffin show . . . ' We'll keep working on him. - Ed.



Dear Warlock,

I am female and I read *Warlock*. Is this unusual? It seems to be. I know girls are 'supposed' to read slightly brainless novels and magazines but, believe it or not, there are some of us out here who enjoy sci-fi and fantasy, including RPGs and FF books.

In the third issue of *Warlock*, all the competition winners were boys and all letters published were by boys. Do you receive letters from girls? If so, why not publish them? I would like to see more women involved in the whole idea of Fighting Fantasy, as there are those of us who play RPGs and enjoy them.

We don't all have affixed diet of love stories!

Yours hopefully

L. Heilbronn (The Amazon)
Maida Vale, London

Dear Warlock,

Sorry about the back of this letter (*Cairon's letter was written on the back of an 'Entry Form for Show and Sale of Commercial Goats'!! - Ed.*) Anyway, I thought that, since there is a Disneyland in America and there will be an Asterix Land in Paris, why not a Fighting Fantasy Land in Britain? Can you imagine the rides: a Roller Ghoster, Halter Skeletons, a Fang House and a Big Wail!

I'd have it in Aberystwyth.

Yours wraithfully Cairon

Lewis Tennant
Tregaron, Dyfed

Dear Warlock,

I've bought the first three issues of *Warlock* and frankly I'm disappointed. Ian Livingstone and Steve Jackson are both excellent and experienced gamers and you've got the might of Puffin and Games Workshop behind you. So why can't you print some original material?

Issue One - A reprint of *WoFTM*. We've already played that! So what if you've changed the routes to the *Warlock*; the art and the locations are still the same.

Issue Two - *Caverns of the Snow Witch*. What's the point of printing half an adventure and then releasing the full version as a FF book?

Issue Three - *House of Hell*. Same thing. What a con! Can't you print adventures by other people if the work's too much, instead of wasting our time?

And for Satan's sake, don't start a 'Game-book Club'.

Yours (with bah and humbug)

Daniel Clayton
Salisbury, Wilts

Awww. Just when we were beginning to think that people actually enjoyed Fighting Fantasy . . . Seriously though, Archmage Clayton will now find that Warlock is publishing new adventures sent in by readers so perhaps his time will not be wasted by future issues. - Ed.



EXPANDING FIGHTING FANTASY

Additional Ideas for *Fighting Fantasy: The Introductory Role-playing Game*

Fighting Fantasy: The Introductory Role-playing Game was designed to introduce Gamebook readers to the world of the more complicated Role-playing Games, like *Dungeons & Dragons* (see Warlock 3), *Warhammer*, *Traveller*, etc. As these RPGs can be quite difficult for the new player, *Fighting Fantasy* simplified many of the rules and cut out a lot of paperwork, so that players familiar with the Gamebooks could start playing with minimum hassle.

Because of this, many areas covered by the more complicated RPGs were left out. Warlock has had many letters from readers and players suggesting additional rules for *Fighting Fantasy*. In the first article, Graeme Davis sets out his own suggestions on how adventurers can gain Experience and actually become stronger, or more skilful, the more they play.

THE SEASONED ADVENTURER: Experience and Character Improvement in *Fighting Fantasy* by Graeme Davis

One thing which *Fighting Fantasy* lacks compared with other RPGs is a system whereby characters can improve with experience. As adventurers defeat more and more dangerous monsters, they should become more and more formidable opponents in themselves, with increased fighting skills. Here is a simple system for character improvement in *Fighting Fantasy*. It is not intended to be used with the solo Adventure Gamebooks.

A character's experience is measured in Experience points. An adventurer who defeats a monster will normally receive Experience points equal to the monster's SKILL score. If a number of characters gang up on a monster, its SKILL score should be divided equally between the adventurers, awarding any remaining points to whoever delivered the final blow.

When an adventurer has accumulated ten times more Experience points than his or her SKILL score, then he or she may attempt to improve this SKILL score. Improvements may be made only at the end of an adventure, never in the middle of one. The improvement is tested as follows.

Roll two dice. If the total rolled is equal to or greater than the current SKILL score, then the attempt is successful. The player's SKILL increases by 1 point, and the Experience points total is reduced to zero. On future adventures, the process will start all over again. If the total rolled is less than current SKILL, then no additions to SKILL are allowed, but the Experience points are still lost. Thus it is difficult to increase SKILL scores and, the more successful an adventurer is, the harder it becomes to improve!

The following example illustrates the system: Beorfroth the Saxon Warrior (SKILL 9) has accumulated 90 Experience points and, at the end of his adventure, rolls two dice. The score is 10 – success! His SKILL score is increased to 10 and his Experience points total becomes 0. Had he rolled an 8 or less, his SKILL score would have remained at 9, but his Experience point total would still have been reduced to zero; the whole painful process would have been started all over again.

Wizards

No rules were given in *Fighting Fantasy* to allow players to become Wizards, rather than Warriors. However, in both *The Citadel of Chaos* and *Sorcery!*, magic systems are described which can be used by adventurers. If the system from *The Citadel of Chaos* is used, the rules about Experience points can be adopted as follows.

A Wizard may improve his or her MAGIC score in exactly the same way that has just been described for SKILL (that is, on a roll higher than MAGIC, when Experience points are ten times the MAGIC score). But if a Wizard wishes to improve his or her SKILL, instead of MAGIC, then the fact that Wizards are less proficient with weapons than Warriors must be taken into account. If a Wizard wishes to try to improve his or her SKILL score, an Experience points total equal to twenty times the Wizard's SKILL is needed before an improvement roll can be attempted.



Here is an example: Zappo the Magician (SKILL 7, MAGIC 8) has amassed 80 Experience points. He may now try to roll 8 or more with two dice in order to increase his MAGIC score, or he may wait until his Experience point total reaches 140 and attempt to improve his SKILL. If he elects to improve his SKILL, he may not change his mind later on – he must amass 140 Experience points and attempt to improve his SKILL, and may not attempt to improve his MAGIC until he has done this and then amassed *another* 80 Experience points.

A suggestion here, should the GamesMaster wish to keep the necessary checks, is that a Wizard character records two sets of Experience points – one relating Solely to SKILL and the other relating solely to MAGIC. SKILL Experience would be gained for fighting and MAGIC Experience for casting spells successfully. The amount of MAGIC Experience would vary according to the type of spell cast. For a *Creature Copy* spell, for example, the Wizard would gain Experience points equal to the full SKILL score of the creature copied – but only if the copy actually killed its original. If not, the Wizard would gain, in MAGIC Experience points, half the number of STAMINA points of damage which the copy did to its original, provided that this came to no more than the original's SKILL score. Spells which do not directly affect an opponent, such as *Luck*, *Skill* and *Stamina*, gain the Wizard only 1 MAGIC Experience point each time they are cast. Defensive spells, such as *Shielding* and some types of *Illusion*, gain the caster MAGIC Experience points equal to the SKILL score of the monster that the spells were used against, *less* the number of STAMINA points of damage which the monster managed to inflict upon the Wizard after the spell was cast. These are only general guidelines, and a GamesMaster should be able to work out appropriate Experience point rates for any spell according to its nature and the way in which the Wizard will use it.

Scores Above 12 – Legendary Heroes

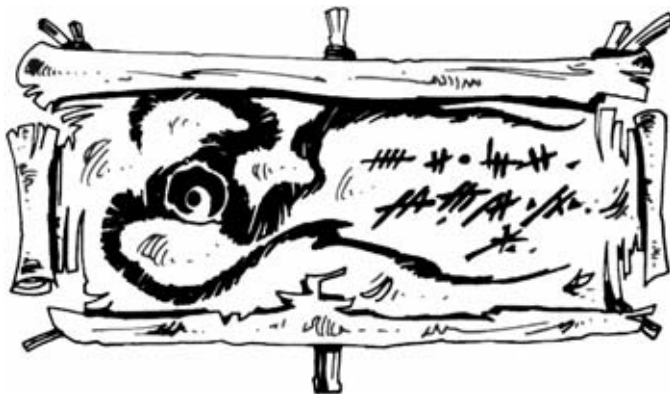
The maximum SKILL and MAGIC scores a character may have under the *Fighting Fantasy* rules is 12. Although characters will have to do a lot of great deeds to gain a score of 12, many will get there sooner or later. Then the GamesMaster has a problem – where do they go from here?

An adventurer wishing to improve a SKILL or MAGIC score of 12 must amass 120 Experience points and then roll a total of 12 on two dice. His SKILL or MAGIC will then increase to 13. To improve from 13 to 14, he must amass 130 Experience points, roll 12 with two dice – and then roll at least 1 or more with an extra die roll. To improve from 14 to 15 needs 140 Experience points, 12 with two dice and 2 or more with the third roll, and so on. This will allow progression as far as a score of 18, which will be extremely difficult to obtain. A character with such a score will be the stuff of legend. Even in fantasy, such characters are very rare indeed.

Luck

This has been left until last because it functions in a different way to the SKILL and MAGIC attributes. A character may be permitted by the GamesMaster to increase his or her LUCK score in a similar way, with a separate record kept of LUCK Experience points.

Each successful LUCK check might give the character 1 LUCK Experience point; alternatively, each successful LUCK check *in combat* might be worth 2 LUCK Experience points, while others are worth only 1. Other situations in which LUCK Experience might be awarded by the GM are when a character solves a puzzle (LUCK is often related to intelligence and common sense), finds a secret door or disarms a trap. Optionally, LUCK Experience might also be awarded when a character's current LUCK score is increased during the course of a game, when he or she receives a blessing, for example, or wins a fight against all the odds. The GM will be able to find many occasions where a character has been Lucky without actually making a LUCK check. Because it is not possible to lay down any guidelines for when this type of LUCK Experience should be awarded, the GamesMaster should be careful not to be too generous. Characters with very high LUCK scores can sometimes affect the balance of a game as radically as those with very high SKILL.



Comments

by Steve Jackson

Graeme's suggestions are excellent, and give adventurers a real 'reason' to be continuing their quests. Their ultimate goal becomes to keep on improving their characters – a goal which becomes increasingly hard to achieve. I have only three criticisms of this Experience system:

1. *Initial* SKILL or MAGIC can have an unbalancing effect on this method of increasing Experience. A character with an *Initial* SKILL of 7 is at a considerable disadvantage against a character who began with an *Initial* SKILL of 11 or 12. To a certain extent this is 'the luck of the draw' or 'the lottery of life', but it seems a little unfair that a first-time player who happens to roll a SKILL of 11 is, if an Experience system is being played, as experienced as another player who started with a SKILL of 8 and has fought many battles to reach a similar SKILL of 11. I would suggest here that, if an Experience system such as Graeme's is used, *all* beginners start off with a SKILL of 7 or 8 (dice to decide which).

2. Advancement from 8 to 10 (in SKILL or MAGIC) is tough. Advancement from 10 to 12 is tougher. But advancement beyond 12 must be almost impossible, since it involves having to roll double 6, then another roll! But, as Graeme points out, these characters are the stuff of legends. However, there must be scope here for creative GamesMasters to hide rare treasures around their dungeons which will allow modifiers on these Experience rolls – for instance, an Armband of Strength which will add 2 to Experience rolls. But, as the article points out, GamesMasters must resist the temptation to be too generous here.

3. Personally, I am not in favour of LUCK being included in an Experience points system. I see LUCK as an unchanging characteristic; you are born either Lucky or Unlucky. Even in a fantasy world, I do not envisage characters 'becoming luckier' as they go through life. SKILL and MAGIC can be improved through training, experience and use; LUCK is not like that. It is not possible to 'practise your LUCK'. I would keep the Experience system for SKILL and MAGIC only.



MAGIC IN FIGHTING FANTASY

by Tony Smith

Another noticeable omission from the Fighting Fantasy rulebook is the use of magic. Adventurers are not given the option of becoming Wizards in the Role-playing Game. Again, this was not to discourage

magic-users, but simply to keep complexity to a minimum. In this article, Tony Smith describes how GamesMasters may handle magic.

Magic is hardly touched on by the *Fighting Fantasy* rulebook. This article deals with spells that may be cast by the players at any reasonable time during the game. This magic is not necessarily instrumental in the completion of the players' quest, but it may certainly help them in their task – and add a little spice to the game.

It is the GamesMaster's task to make sure that the players carry out their quest or adventure within the boundaries laid down by the rules. The same is true with magic. But what are the rules governing magic? The game would hardly be well balanced if one member of the party was able to zap off *Sleep* spells at every monster which raised its ugly head; the game would soon become very boring for the other adventurers. The following are suggestions for the creation of a magic system which can be used in FF games.

Learning a Spell

First, the caster must learn the spell. This takes time and, of course, a copy of the spell (spells are usually found on ancient scrolls and in spellbooks). To learn a spell, a player must sit down and read it thoroughly. This process takes about four minutes and must be done in peace and quiet. This gives the devious GamesMaster the chance to roll up a Wandering Monster – say, after three minutes – causing the player's deep concentration to be broken, so that he or she will have to start all over again when the beast has been dispatched. But don't overdo this; it leads to very disgruntled adventurers! Note that most scrolls and spellbooks have spells cast upon them so that the words of the spell disappear after they have been read . . .

Casting a Spell

Once the spell has been learned, the player may go off and use it when necessary. Casting a spell requires two things: deep concentration and energy. The energy comes from the caster's body and as a result causes a slight loss of STAMINA points, the amount of loss depending on the spell. All spells draw energy from the caster, which helps to stop the players casting spells over and over again. The concentration aspect means that the caster must not take part in any fight or move at all while he or she is casting a spell.

So, in a combat situation, the other players must try to protect their companion. The caster must also be able to move his arms around and speak the spell out loud. Just being able to think about it is not good enough. Thus a player tied to a post with his mouth gagged is in no position to cast a spell of levitation and float off above the heads of his enemies. The player also has to be able to see the object or creature he is casting the spell on. It should also be borne in mind by the GM that it takes time to cast a magic spell. Reasonable times are 2–3 Combat Rounds during a fight and 30–60 seconds in other situations.

Effects of Spells

Once cast, a final question remains. Will the spell be successful? There are a number of ways in which a spell can fail. Firstly, the caster may not be a particularly skilful sorcerer. Second, the person(s) or object(s) upon which the spell is cast may prevent the spell from working. Remember, though, that even if the spell does not work, the caster still loses energy, and hence STAMINA points.





Every time a spell is cast, the GM should roll two dice against the caster's SKILL. A successful roll (equal to or less than the caster's SKILL) means that the spell is working so far, and the GM should proceed to the next stage. If, however, the spell fails, the GM should say so. The caster has lost all his concentration and won't be able to work up enough to recast a spell for 20 minutes. Of course, that doesn't mean that another player cannot use a spell of his own.

In the next stage, the GM should decide whether the thing upon which the spell is being cast will affect the spell's success. A troop of orc warriors will have no resistance to a *Paralyse* spell, but a Mage might. He may even be able, if he is powerful enough (and the GM will have to decide on this), to turn the spell back on the caster – an interesting situation to GamesMaster, especially if the caster's SKILL is high enough to turn the spell around again! GamesMastering this sort of situation will depend entirely on judgement.

Another situation is where the caster may be trying to open a magically locked door. If a special object, such as a crystal key, is required to open it, the GM might feel that the players must search for the object, rather than just use magic. So, in this case, he would simply announce that the spell had failed, and thus disguise the real nature of the door, which would not have been opened by a spell anyway.

A useful way for the GM to control the use of spells is to say that certain spells must be cast with a magical artefact. For example, an adventurer may learn a *Levitation* spell but find that, in order to cast it, he needs a *Jewel-Studded Medallion*. Thus another hunt will ensue for the necessary Medallion.



Types of Spell

In this article, I have not set down hard and fast rules for a Fighting Fantasy Magic System. Instead, this article is intended to contain some suggestions, which may be implemented – or ignored – by the GamesMasters. As far as the actual spells themselves are concerned, I will leave this to the GM's imagination, although a few are listed below. A useful 'reference' book is the *Sorcery! Spell Book* (note, however, that this book is no longer available as a separate volume; the spells are now listed in the back of each *Sorcery!* volume). Also worth noting is *Gamebook 2, The Citadel of Chaos*, in which magic is an integral part. The GM will have to decide in some cases how long the spell works after it has been cast. For example an *Invisibility* spell may last for 3 minutes. The cost in STAMINA points must also be decided, although suitable values are given for all the *Sorcery!* spells.

A New Character Class

The use of magic in *Fighting Fantasy* can also lead to different character classes. Previously, every adventurer was a Warrior, relying on their skill at swordplay. Now GMs may like to introduce the class of Magic-User, for those skilled in the arts of wizardry.

The use of magic can be rewarding, both to the GamesMaster and to the players. The rules chosen by the GamesMaster should be enough to ensure that the players do not rely too heavily on their magical abilities. The spells are thereto give aid and as something to fall back on when things get a bit tricky.

So, good casting! And remember . . . There are orcs out there, just waiting to be zapped!



Some Typical Spells

NAME	STAMINA COST	ARTEFACT REQUIRED	EFFECT
ZAP	4	None	Fires lightning blast from caster's finger to monster, causing 1–6 points of damage
FOF	4	None	Creates a force-field around one person lasting for 1 minute or 5 Combat Rounds
HEALING	2	None	Causes 1–6 STAMINA points to return to another player
MIRROR IMAGE	1	Gold-backed Mirror	Causes 1–3 mirror images of the caster, lasting for 2 minutes or until the task is complete
GOB	1	1 Goblin tooth for each Goblin	When cast, each tooth used turns into a Goblin under the command of the caster; Goblins disappear when job is done

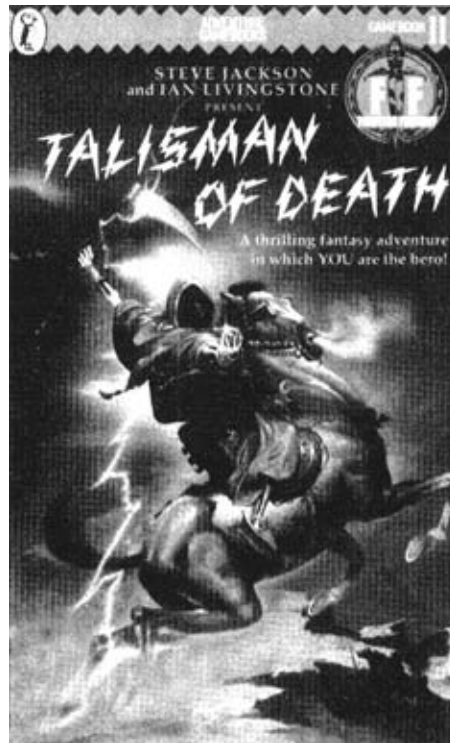


FIGHTING FANTASY NEWS

The most exciting news this issue is the decision of the Grand Wizard at Penguin to publish a Fighting Fantasy Gamebook every month! Here are the adventures you can look forward to in the next few months.

Space Assassin

In this Gamebook, you take the part of a futuristic assassin sent to capture a madman bent on the destruction of your world. You must find your way through the mazes and hazards of his giant spacecraft in order to succeed.



Talisman of Death

As mentioned last issue, this is a quest to return to your own world, carrying the fearsome talisman with you.

Freeway Fighter

In the year 2022, an unknown disease decimates the population of the Earth, While civilization attempts to survive inside the fortress towns, the highways are controlled by the new barbarians in cycle gangs and customized cars. Your mission is to drive your weapon-filled Dodge Interceptor through the barbarian territory to an oil refinery, and return to your town with much-needed petrol.

Temple of Terror

In a race across the Desert of Skulls to the lost city of Vatos, you must find the five dragon artefacts before the evil Malbordus. If Malbordus succeeds, the dark elves' army will have its powerful leader and Allansia will fall into an era of chaos.

Rings of Kether

You are a Narcotics Investigator for the Galactic Federation and are sent to the Aleph Cygni star system to crack a suspected drug ring. Posing as an interstellar travelling salesman, you begin your mission on the planet Kether.

Seas of Blood

You are the captain of a pirate vessel and must sail with your band of seasoned cutthroats across the Inland Sea, searching for gold and slaves in a race against your greatest rival, Abdul the Butcher.

Fighting Fantasy fanatics may be interested to learn that the Gamebooks, as well as being exported to the Commonwealth countries, are being published in Germany, France, Italy, USA, Holland, Denmark, Norway, Sweden, Spain, Portugal, Israel, Yugoslavia and even Japan!

The book of monsters mentioned last issue is now well underway. We are still trying to think of a good title and would welcome readers' suggestions. At the moment it has the working title of *Out of the Pit: The Fighting Fantasy Book of Monsters*. Chris Achilleos has been signed up to illustrate the cover, and Marc Gascoigne has been commissioned to take charge of the editing.

WARLOCK 1 COMPETITION

Winner: Paul Struth, Cornwall. Runners-up: Robert Walsh, Oxfordshire, Mrs G. I. Dugard, Sussex; Andrew Whitworth, Sussex; Jonathan Ford, Cornwall; Mark Rader and Ingo Prentl, Middlesex. Special Mention: Philip Rance, Hampshire, Jonathan Green, Swansea.

Games Workshop has released two jigsaws of the book covers of *The Warlock of Firetop Mountain* and *The Forest of Doom*. Both jigsaws are 500-piece puzzles. Games Workshop's *Warlock of Firetop Mountain* game is still under development and is scheduled for a Christmas 1985 release.

Citadel Miniatures are about to release a set of Fighting Fantasy plastic figures, to add three-dimensional action to Fighting Fantasy battles. Heroes include warriors, knights, wizards, barbarians, elves and dwarfs. Monsters include skeletons, zombies, orcs, ogres and goblins.

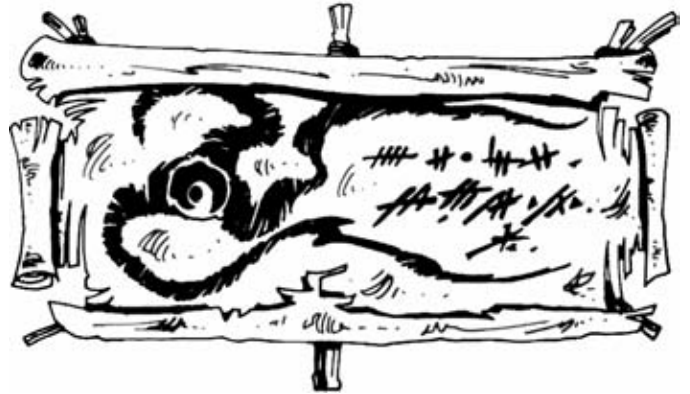
Despite the many, many requests we have had for a Fighting Fantasy Fan Club, no firm plans have yet been made to start it up. The problem is that nobody has yet been found to run it. Ian and Steve are too busy writing Gamebooks to get involved with the running of the club. However, we hope to have more positive news next issue.



FIGHTING FANTASY FEEDBACK

Since the appearance of *The Warlock of Firetop Mountain* in August 1982, the world of Fighting Fantasy has grown and grown. To make sure that we continue to develop it according to your wishes, we have decided to carry out a survey of readers' likes and dislikes. Those of you who include your names and addresses will be eligible for the prize draw. The winner will receive Fighting Fantasy Gamebooks 1-10 autographed by Steve Jackson and Ian Livingstone.

Please send your completed questionnaires to Fighting Fantasy Feedback, Penguin Books Ltd, 536 King's Road, London SW10 0UH to arrive by 15 March 1985. Overseas entries will be drawn on 10 August 1985.



1. Which is the most exciting Fighting Fantasy Gamebook you have read?

.....

2. Which Gamebook did you find the most difficult to complete?

.....

3. Which Gamebook features the best cover art?

.....

4. Which Gamebook featured the best interior black and white illustration?

.....

5. What is your favourite monster?

.....



6. Most Fighting Fantasy Gamebooks have featured a swords and sorcery theme. Would you like some of the future books to be based on different themes?

YES NO

- Science fiction
- Horror
- Espionage
- Pirates
- Wild West
- War
- Time-travel
- Samurai
- Superheroes
- Any other suggestions?

7. Which Fighting Fantasy Gamebooks have you bought? (Please circle)

1 2 3 4 5 6 7 8 9 10 11

8. Which Sorcery! Gamebooks have you bought? (Please circle)

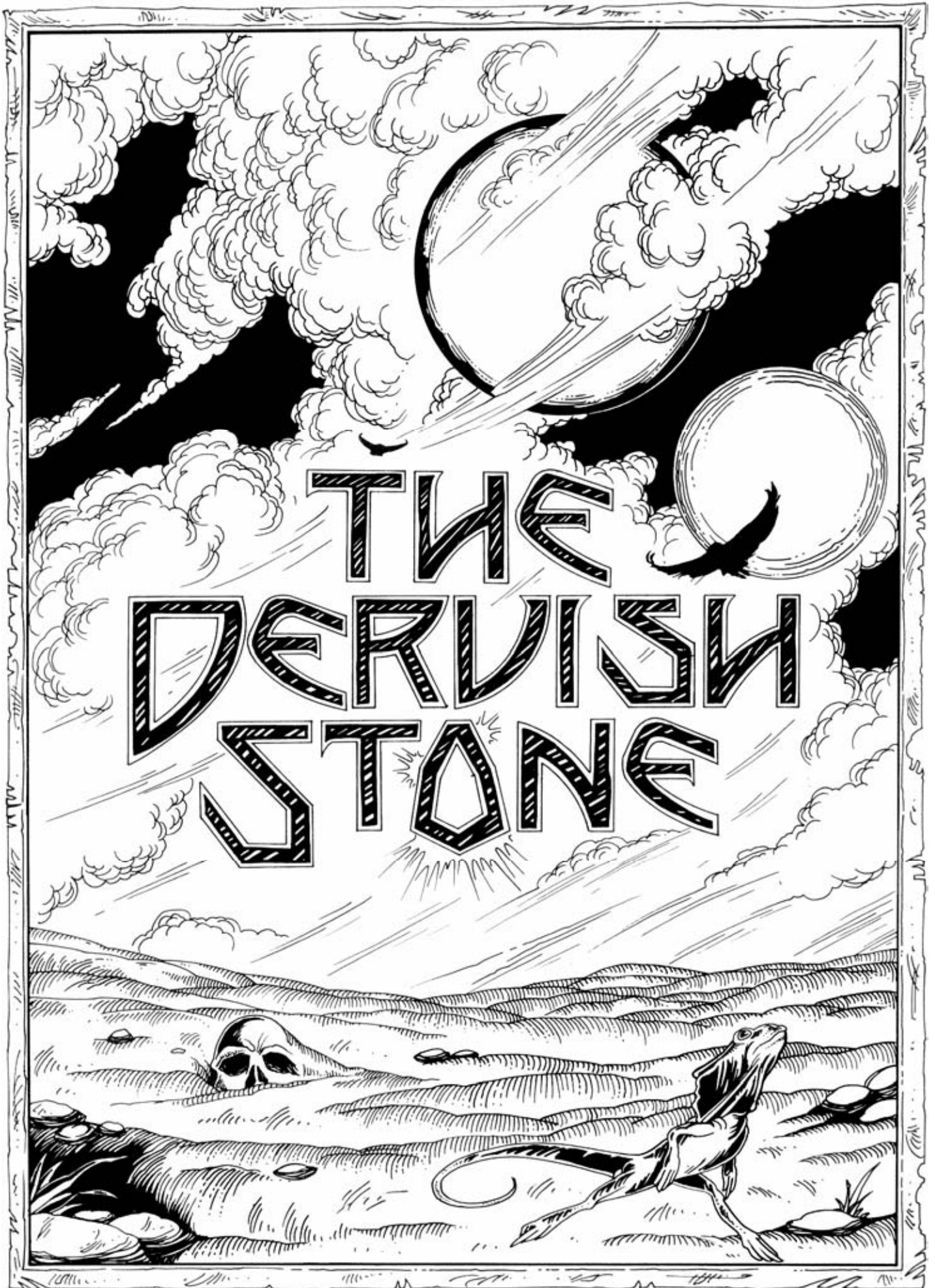
1 2 3 4

9. Which magazines do you read?

.....

10. Did you enjoy the Fighting Fantasy board game 'Market Mayhem' in *Warlock 3*? (Please circle)

YES NO



How to fight creatures of the Desert

Before embarking on your adventure, you must first determine your own strengths and weaknesses. You have in your possession a sword and a backpack containing Provisions (food and drink) for the trip. You have been preparing for your quest by training yourself in swordplay and exercising vigorously to build up your stamina.

To see how effective your preparations have been, you must use the dice to determine your initial SKILL and STAMINA scores. On page 25 there is an *Adventure Sheet* which you may use to record the details of an adventure. On it you will find boxes for recording your SKILL and STAMINA scores.

You are advised either to record your scores on the *Adventure Sheet* in pencil, or make photocopies of the page to use in future adventures.

Skill, Stamina and Luck

Roll one die. Add 6 to this number and enter this total in the SKILL box on the *Adventure Sheet*.

Roll both dice. Add 12 to the number rolled and enter this total in the STAMINA box.

There is also a LUCK box. Roll one die, add 6 to this number and enter this total in LUCK box.

For reasons that will be explained below, SKILL, STAMINA and LUCK scores change constantly during an adventure. You must keep an accurate record of these scores and for this reason you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores. Although you may be awarded additional SKILL, STAMINA and LUCK points, these totals may never exceed your *Initial* scores, except on very rare occasions, when you will be instructed on a particular page.

Your SKILL score reflects your swordsmanship and general fighting expertise; the higher the better. Your STAMINA score reflects your general constitution, your will to survive, your determination and overall fitness; the higher your STAMINA score, the longer you will be able to survive. Your LUCK score indicates how naturally lucky a person you are. Luck and magic are facts of life in the fantasy kingdom you are about to explore.

Battles

You will often come across pages in the book which instruct you to fight a creature of some sort. An option to flee may be given, but if not – or if you choose to attack the creature anyway – you must resolve the battle as described below.

First record the creature's SKILL and STAMINA scores in the first vacant Monster Encounter Box on your *Adventure Sheet*. The scores for each creature are given in the book each time you have an encounter.

The sequence of combat is then:

1. Roll both dice once for the creature. Add its SKILL score. This total is the creature's Attack Strength.
2. Roll both dice once for yourself. Add the number rolled to your current SKILL score. This total is your Attack Strength.
3. If your Attack Strength is higher than that of the creature, you have wounded it. Proceed to step 4. If the creature's Attack Strength is higher than yours, it has wounded you. Proceed to step 5. If both Attack Strength totals are the same, you have avoided each other's blows – start the next Attack Round from step 1 above.
4. You have wounded the creature, so subtract 2 points from its STAMINA score. You may use your LUCK here to do additional damage (see opposite).
5. The creature has wounded you, so subtract 2 points from your own STAMINA score. Again you may use LUCK at this stage (see opposite).
6. Make the appropriate adjustments to either the creature's or your own STAMINA scores (and your LUCK score if you used LUCK – see opposite).
7. Begin the next Attack Round by returning to your current SKILL score and repeating steps 1–6. This sequence continues until the STAMINA score of either you or the creature you are fighting has been reduced to zero (death).

Escaping

On some pages you may be given the option of running away from a battle should things be going badly for you. However, if you do run away, the creature automatically gets in one wound on you (subtract 2 STAMINA points) as you flee. Such is the price of cowardice. Note that you may use LUCK on this wound in the normal way (see opposite). You may only *Escape* if that option is specifically given to you on the page.

Luck

At various times during your adventure, either in battles or when you come across situations in which you could either be Lucky or Unlucky (details of these are given on the pages themselves), you may call on your LUCK to make the outcome more favourable. But beware! Using LUCK is a risky business and if you are Unlucky, the results could be disastrous.

The procedure for using your LUCK is as follows: roll two dice. If the number rolled is equal to or less than your current LUCK score, you have been Lucky and the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been Unlucky and you will be penalized.

This procedure is known as *Testing your Luck*. Each time you *Test your Luck*, you must subtract one point from your current LUCK score. Thus you will soon realize that the more you rely on your LUCK, the more risky this will become.

Using Luck in Battles

On certain pages of the book you will be told to *Test your Luck* and will be told the consequences of your being Lucky or Unlucky. However, in battles, you always have the option of using your LUCK either to inflict a more serious wound on a creature you have just wounded, or to minimize the effects of a wound the creature has just inflicted on you.

If you have just wounded the creature, you may *Test your Luck* as described above. If you are Lucky, you have inflicted a severe wound and may subtract an extra 2 points from the creature's STAMINA score. However, if you are Unlucky, the wound was a mere graze and you must restore 1 point to the creature's STAMINA (i.e. instead of scoring the normal 2 points of damage, you have now scored only 1).

If the creature has just wounded you, you may *Test your Luck* to try to minimize the wound. If you are Lucky, you have managed to avoid the full damage of the blow. Restore 1 point of STAMINA (i.e. instead of doing 2 points of damage it has done only 1). If you are Unlucky, you have taken a more serious blow. Subtract 1 extra STAMINA point.

Remember that you must subtract 1 point from your own LUCK score each time you *Test your Luck*.

Restoring Skill, Stamina and Luck

Skill

Your SKILL score will not change much during your adventure. Occasionally, a page may give instructions to increase or decrease your SKILL score. Your SKILL score can never exceed its *Initial* value unless specifically instructed.

Stamina and Provisions

Your STAMINA score will change a lot during your adventure as you fight monsters and undertake arduous tasks. As you near your goal, your STAMINA level may be dangerously low and battles may be particularly risky, so be careful!

Your backpack contains enough Provisions for five meals. You may rest and eat at any time except when engaged in a battle. Eating a meal restores 4 STAMINA points. When you eat a meal, add 4 points to your STAMINA score and deduct 1 point from your Provisions. A separate Provisions Remaining box is provided on the *Adventure Sheet* for recording details of Provisions. Remember that you have a long way to go, so use your Provisions wisely!

Remember also that your STAMINA score may never exceed its *Initial* value unless specifically instructed on a page.

Luck

Additions to your LUCK score are awarded through the adventure when you have been particularly Lucky. Details are given on the

pages of the book. Remember that, as with SKILL and STAMINA, your LUCK score may never exceed its Initial value unless specifically instructed on a page.

Equipment

You will start your adventure with a bare minimum of equipment, but you may find or buy other items during your travels. You are armed with a sword and are dressed in leather armour. You have a backpack to hold your Provisions and any treasures you may come across. You start with 20 Gold Pieces.

In addition, you may take one bottle of a magical Potion which will aid you on your

quest. You may choose to take one of the following:

- A Potion of Skill – restores SKILL points
- A Potion of Strength – restores STAMINA points
- A Potion of Fortune-restores LUCK points and adds 1 to *Initial* LUCK

These Potions may be taken at any time during your adventure. Taking a measure of Potion will restore SKILL, STAMINA or LUCK scores to their Initial level (and the Potion of Fortune will add 1 point to your Initial LUCK score before LUCK is restored)

Each bottle of Potion contains enough for two measures, so the characteristic may be restored twice during an adventure. Each time it is used make a note on your *Adventure Sheet*.

Remember also that you may choose only *one* of the three Potions to take on your trip, so choose wisely!

You will realize that entries make no sense if read in numerical order. It is essential that you read only the entries you are instructed to read. Reading other entries will only cause confusion and spoil the fun!

The one true way involves a minimum of risk and any player, no matter how weak on initial dice rolls, should be able to get through fairly easily.

May the luck of the gods go with you on the adventure ahead!

ADVENTURE SHEET

SKILL Initial Skill= 	STAMINA Initial Stamina= 	LUCK Initial Luck=
EQUIPMENT LIST 	GOLD 	JEWELS
	POTIONS 	PROVISIONS REMAINING

MONSTER ENCOUNTER BOXES

Skill= Stamina= 	Skill= Stamina= 	Skill= Stamina=
Skill= Stamina= 	Skill= Stamina= 	Skill= Stamina=
Skill= Stamina= 	Skill= Stamina= 	Skill= Stamina=
Skill= Stamina= 	Skill= Stamina= 	Skill= Stamina=

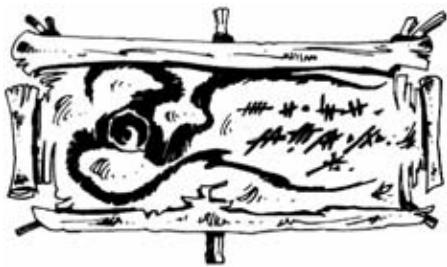
A long time ago, in a world far, far away, a dervish priest called Shanhara found a large and beautiful diamond. So wonderful was it, that adventurers and fortune hunters came from all over to try to steal it – none succeeded. The diamond, known as the Stone of Shanhara, was kept in a cave filled with traps that were so formidable that no one

succeeded in passing them all. The location of the cave was forgotten until only legends of the Lost Cave of the Dervishes remained. Now you have found a parchment telling you to seek the Stone of Shanhara. Will you succeed or fail?



1

The dust rises thickly from the parched earth of the hillside as you slither down it. You come to rest on a fairly flat ledge overlooking the town of Alasiyan which squats on the edge of the almighty Twin Sun Desert. It is early afternoon and the heat of the suns is beating down on you. Carefully you lower yourself to the ground and remove your dusty boots. Suddenly you sit up again quickly – there is something sharp in the ground. You think it might be a thorn from one of the nearby bushes, but excavation reveals a dagger. You dig around and discover other items-bones, armour preserved by the dry desert air, and a little wooden chest with the name JAKOR ONE-EYE on it. You prise the lid off with the dagger and find 20 Gold Pieces and an old piece of vellum parchment with small, brown, spidery writing on it. Slowly and carefully you read it, and are amazed at what it contains.



Will you search for the Potion mentioned in the text (turn to **107**) or ignore it and go down to the town (turn to **81**)?

2

The rise is not very wide but it seems to divide the desert into two halves. You follow a rough, sandy track which leads over and down the rise and into the sand dunes. It is very hot – but then most deserts are. Suddenly you hear voices over the dunes. Turn to **38**.



3

Cautiously, you pull back the tent flap and enter. Inside are two half-cat, half-man creatures who attack you as soon as you are inside.

	SKILL	STAMINA
First LAUPER	7	5
Second LAUPER	6	6

If you win, you find 4 Gold Pieces and a silver goblet worth 10 Gold Pieces. Will you go back to the rise (turn to **85**), search the black tent (turn to **55**), or search the second brown-yellow tent (turn to **20**)?



4

You enter the room. As you do so the man points a finger at you and a bolt of lightning slams into your chest. Lose 4 STAMINA points. 'Finish the intruder off,' orders the man and the 'Hobgoblin' stalks towards you. It is in fact a Thoul, a horrible combination of a Troll, Hobgoblin and Ghoul!

THOUL	SKILL 9	STAMINA 7
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He has the ability to paralyse you if he scores four separate wounds on you during this battle. If you win turn to **30**.

5

You walk out of Alasiyan. It is now beginning to get dark and you must seek shelter. Not wishing to sleep in the lawless town, you decide to sleep just outside among a group of beehive buildings. To go to sleep here turn to **52**, or do you have an appointment at the 'Den of Thieves' (turn to **71**)?



6

You take the Glass Eye of Ylaruam the Master Mage out of your backpack and use it to scan the gully. In the shadows you see three Nomads in dark robes skulking about and, taking care to avoid them, you continue down the road and out of the gully. Add 1 LUCK point and turn to **127**.

7

You dive to the side of the passageway and the boulder rolls by, missing you by inches. You are very fortunate. The boulder rumbles on, hits the wall behind you and comes rumbling back after you! Roll two dice. If the number is less than or equal to your SKILL score, turn to **200**. If the total is greater than your SKILL score, turn to **72**.

8

The chamber is a spacious one indeed. The floor is tiled in black and white and along the far wall are many statues holding real bows and arrows. In the centre is the stand with the Stone of Shanbara on it. Will you walk across to it stepping on white tiles (turn to **84**), or stepping on black tiles (turn to **51**)?

9

The bronze key fits perfectly into the lock and turns. Cautiously, you open the door. You see a long hallway ending in a flight of stone stairs going up. In the wall of the hall there is a door; listening at this you can hear the sounds of raucous laughter and rowdy singing. If you want to open the door, turn to **166**. If you want to climb up the flight of stairs, turn to **45**.

10

You draw your sword and face your last opponent – Kuperan the Fire Giant, Monarch of the Sands. He is extremely powerful, so beware.

FIRE GIANT SKILL 12	STAMINA 18
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If you do defeat Kuperan, leap on to your Griffin and turn to **182**.

11

You wipe your bloody sword clean. Add 2 LUCK points for your victory. You may eat Provisions here, and then either walk back, climb up the rise and continue (turn to **85**), or search the tents. Which tent will you search: the black one (turn to **55**), the first brown-yellow one (turn to **3**), or the second brown-yellow one (turn to **20**)?

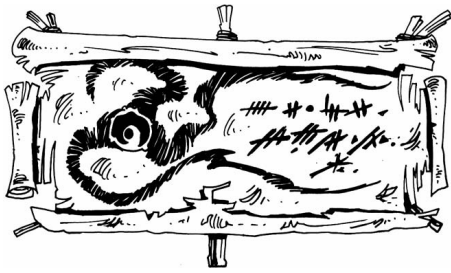


12

There must be every sort of monster here! Nomads, Bugbears, Goblins, Hobgoblins, Cat-like Humanoids and other things too foul to mention. In one corner is a bronze statue of a giant. 'Greetings, stranger,' booms a loud voice. 'I am Kuperan, Monarch of the Sands.' You turn and see a huge Giant sitting on a stone chair. Quickly a Bugbear Guard comes up and drags you forward. Turn to **42**.

13

You march across the burnished sands of Twin Sun Desert, taking the easy way. The sand is very loose and you often sink in it up to your knees. The wind moans like a beast in agony refusing to die. You soon almost wish you were in Alasiyan. Then you hear voices from over the next dune. Turn to 38.



14

You turn into the hills. The going is tough, but at least there is more wind up here. Suddenly, you hear a terrifying shriek and turn around to see a Giant Hawk gliding down out of the sky upon you! Roll one die. If you roll 6, turn to 176. If you roll any other number, turn to 122.



15

You leave the square behind and keep on walking. After a short while, you come to the outskirts of the town of Alasiyan. On the right-hand side of the road you can see a building with a sign saying 'The One Safe Wall Inn'. If you wish to enter this building, turn to 77. If you wish to keep on walking out of Alasiyan, turn to 5.

16

You gather all your stuff together, including the diamonds if you took any, and leap into the air. You reach a ledge with your first jump, and your second jump takes you right to the top. You wait for the Roc to leave the nest, which you then approach cautiously. Turn to 63.



17

You hail the masters of the caravan. Fortunately, they are law-abiding merchants who are amply protected by a dozen men-at-arms. You may eat Provisions here. You ask the merchants about the Stone of Shanbara. 'You'd better go and see the Hermit of the Hills,' says one of the merchants, 'though he is mad, quite mad.' Turn to 134.



18

You walk on through the dusty streets. You come to a wide, open square with a well in the middle. You may sit down on the steps of the well and eat Provisions. On one side of the square is a house much larger than the others, guarded by two Hobgoblins in leather armour. If you want to go over and investigate the house, turn to 146. If you think it a place to be left well alone, turn to 15.



19

Kuperan bellows furiously and whispers something to his Dragon. Immediately, the great Dragon opens his mouth and a bolt of lightning goes flying straight towards you. You and your Griffin tumble to the ground. The Griffin will never move again, nor will you. Your adventure ends here.

20

You push aside the tent flap and enter. Inside is one of the half-man, half-cat creatures you met earlier. He snarls and bares his claws!

LAUPER SKILL 7 STAMINA 6

If you win, you find a rug worth about 15 Gold Pieces. Will you go back to the rise (turn to 85), or search the black tent (turn to 55) or the first brown-yellow tent (turn to 3)?



21

You have come too far to be defeated at the last hurdle. You take one item out of your backpack (you choose) and lay it on the pedestal, at the same time snatching the Stone of Shanbara. *Test your Luck.* If you are Lucky, you make it out of the chamber without springing the trap (turn to 48). If you are Unlucky, you hear an ominous grating noise and a wall comes down, sealing you in the chamber for ever. Your adventure ends here.

22

As you approach the strange group, one of the Nomads walks over to you. He is tattooed with the mark of the Twin Sun. 'Greetings, stranger,' says the Nomad. 'As you can see, we're having a little difficulty getting our Sandcrawler to move out of the sand. Lend a hand, will you?' Will you join the struggling Nomads (turn to 64), or talk to the creature (turn to 97)?

23

Cautiously, you step inside. There is a terrible grating noise and the iron gates shut behind you! From out of the dark loom two giant hairy goblins, armed in plate-mail and wielding battleaxes.

	SKILL	STAMINA
First BUGBEAR GUARD	8	8
Second BUGBEAR GUARD	8	9

If you win the battle, turn to 189. If you have any Gas Capsules, turn to 132.

24

After half an hour the Town Guard returns and sets you and the young man free. You are led upstairs, where the scribe hands you your backpack, and you are forced to sit down and answer a few questions about yourself. You may eat Provisions here. Alas, your Potion is confiscated, as the young man said it would be. Lose 1 LUCK point. When the scribe is done, you are allowed to go free. Turn to 59.



25

You are searching around in the nest, looking for the map of the Lost Cave of the Dervishes, when a great wind stirs up. The parent bird has returned. It is a Giant Roc!

GIANT ROC SKILL 10 STAMINA 12

If you win this battle, turn to **63**. As soon as you suffer your third wound, turn to **91**.

26

You put your hand into the flames and are burnt – lose 1 STAMINA point-but manage to pull the dagger out. It is covered in jewels and the hilt is shaped like a cat. It is a Dagger of Dervish Killing. Add 1 LUCK point. You may now go back to the rise (turn to **85**), search the first brown-yellow tent (turn to **3**), or search the second brown-yellow tent (turn to **20**).

27

You swing across the rope – but it has become frayed and snaps under your weight. You begin to fall! *Test your Luck*. If you are Lucky, you manage to grab hold of the edge of the far side and get out and continue (turn to **79**). If you are Unlucky, you can do nothing to prevent you plunging to your death. Your adventure ends here.

28

You try to sleep again, but are unable to settle down with the foul corpse of the Night Ghoul nearby, so you get up and drag it off into a tomb. You may eat Provisions before you go to sleep, which you manage to do at last. You awake late next morning. Turn to **57**.



29

You distrust this natural skylight and so you creep around the edge of it and continue until you come to a deep pit. A rope hangs within reach from the cave's roof. Will you jump across the pit (turn to **124**), swing across on the rope (turn to **102**), or do you have some Boots of Leaping (turn to **174**)?

30

The man is surprised at your success and introduces himself as Gumpas, Sorcerer-Governor of Alasiyan. Then with a peal of wicked laughter he points his finger and another fireball shoots towards you. *Test your Luck*. If you are Lucky he misses. If you are Unlucky, it hits you, causing 4 STAMINA points of damage. Do you have a Magic Throwing-knife? If so, turn to **156**. If not, turn to **36**.

31

You leap a full ten feet into the air and clear the pit! You are amazed – you must have found a pair of Boots of Leaping. Add 2 LUCK points. However, you are still in a nasty position. Will you leap up on the Goblins' Griffin (turn to **171**), or will you be bold and leap upon the Blue Dragon of the Fire Giant (turn to **54**)?

32

Though you keep looking and listening for movement, you are surprised when three Nomads with blowpipes jump out in front of you and shoot darts at you. *Test your Luck* three times, once for each dart. If you are Lucky all three times, turn to **105**. If you are Unlucky at any time, turn to **86**.





33

The wall slams down with frightening finality –but it is behind you. Cheerfully, you stride on towards the cobwebs. You hear ominous rumblings, and a boulder smashes through them and rolls through the light straight towards you! You dive for the side of the passageway. *Test your Luck.* If you are Lucky, turn to **7**. If you are Unlucky, turn to **168**.

34

'Aha,' screams the Goblin in mad triumph. 'I've found you at last, Hidefayer!' He pauses to pull a sword from his belt of death weapons and attacks you ferociously with it! Add 2 points to his Attack Strength for his madness.

GOBLIN SKILL 7 STAMINA 6

If you win, you decide to leave the inn. Turn to **5**.

35

While you are still controlling the Griffin, the other Griffin flies up with the two Goblin Archers on its back. They release a stream of arrows, which hit your Griffin and send it screeching into the pit with you and the Orc. It digs its claws into the sand. The Orc awakes! Did you take its boots? If so, turn to **106**. If you did not, turn to **117**.

36

Slowly the Sorcerer-Governor vanishes as he mutters a few magic words, and only the wicked laughter tells you that someone is still in the room. During your fight you must add 2 points to his Attack Strength because he is invisible!

SORCERER-GOVERNOR SKILL 10 STAMINA 12

If you win the battle, turn to **139**.

37

The Blue Dragon flaps off slowly – back towards the castle! You and the Griffin fly on over the arid wastes of Twin Sun Desert, leaving the mouth of the Earth Demon far behind. Eventually, the Griffin gets too tired to fly any further and you alight on the desert and climb off. Your quest must continue! Turn to **188**.

38

An amazing sight meets your eyes. Across the dune at least ten Nomads in dark robes, like the one you saw in Alasiyan, are struggling with a huge centipede-type creature, about fifteen feet long, which is trying to burrow into the sand. If you want to help the Nomads, turn to **22**. If you want to walk on through the desert, turn to **62**.

39

You take the bag of sand from your backpack and lay it on the pedestal as you snatch the Stone of Shanhara. You wait for a while, feeling very tense. Nothing happens. Add 2 LUCK points. Then, stepping only on the white tiles, you very cautiously exit the dusty chamber of the Stone of Shanhara and go back towards the cave entrance. Turn to **48**.

40

You slide down the rise and enter the heat-haze, which gives way to reveal several tents. Suddenly you are attacked. Defend yourself!

	SKILL	STAMINA
First LAUPER	6	6
WAR-CAT	8	7
Second LAUPER	9	6

If you wish to Escape, turn to **85**. If you win, turn to **11**.

41

You leap up in time to Escape (don't forget your penalty for this), and rush off to lose the Night Ghoul in the tombs. When you return, you find that the Night Ghoul has devoured all your Provisions – lose 2 LUCK points. Uneasily, you settle down to sleep again and awake next morning. Turn to **57**.





42

Evidently, the Giant is Kuperan. He has red skin, and jet black hair and beard. He wears bronze armour. He is a Fire Giant! At his side, and dwarfed by him, is an evil-looking Orc Mercenary in plate-mail, armed with a sword and bow and arrows, Will you:

- Throw a Magic Throwing-knife? Turn to **177**
- Draw your sword? Turn to **82**
- Pull out a Gas Capsule and threaten to let it off? Turn to **145**

43

The tracks made by the Sandcrawler are easy to follow, and you make good progress up a slight slope, until you reach what could almost be defined as a road. You hear the sound of cartwheels, so you run up the dune to spy on the cart. It contains three reptiles and several others. Will you hide (turn to **133**), go out to meet them (turn to **154**), or throw a Gas Capsule (turn to **198**)?

44

'Now,' says the hermit taking out a stone jar with three holes in it. 'This jar has three compartments. In one of them is the scorpion. Put your hand in one. If you aren't stung, I'll tell you all I can.' Which will you choose to put your hand in: the first hole (turn to **114**), the second hole (turn to **152**), or the third hole (turn to **138**)?

45

Cautiously, you ascend the stone stairs. You are on a landing, and opposite you is a door. Plucking up your courage, you turn the handle; the door opens slowly. Inside is a long table sitting at the far end of which is a rather fat but richly dressed man with a Hobgoblin at his side. If you wish to slam the door and run off, turn to **15**. If you wish to enter the room, turn to **4**.



46

Cautiously, you enter the Lost Cave of the Dervishes and light your lantern. There is a thick coating of dust and cobwebs are everywhere. As you brush through, you find, to your horror, that two Crab Spiders are emerging from the gloom.

	SKILL	STAMINA
First CRAB SPIDER	5	7
Second CRAB SPIDER	7	6

If you win, turn to **74**.

47

During the conversation the 'young' man notices that you are worried by the loss of your Potion; he offers his services as a thief to get it back for 5 Gold Pieces. 'If you want me,' he says, 'call in at the Den of Thieves tonight.' Cheered by this news, you decide to settle down and wait for the return of the Guard in half an hour or so. Turn to **24**.

48

You walk on down the corridor towards the entrance, until you reach the deep pit again. You are just deciding whether to jump or swing across, when there is a horrible grating noise and a wall starts coming down on the other side. You'll have to act quickly. If you have Boots of Leaping, you make it to the other side (turn to **79**). If not, either swing (turn to **27**) or jump (turn to **67**) across the pit.



49

You pull the Griffin around to face the forces of the Fire Giant. On the Dragon's back, the Orc draws his sword and leaps a full twenty-five feet to the back of your Griffin!

ORC SKILL 7 STAMINA 6

When you have inflicted your second wound, turn to **142**. Deduct 3 points from your Attack Strength because you are unarmed.

50

You roll over just in time – and drop your Wizard Eye into the sand. Lose 1 LUCK point. You see that your assailant is a half-man, half-cat creature, who orders his war-cat to attack you.

	SKILL	STAMINA
WAR-CAT	9	8
LAUPER	10	6

If you win this battle, turn to **89**.

51

You walk across the room, stepping on the black tiles. As you do so, the statues swivel round on their pedestals and the air is filled with the familiar whistle of arrows. You are hit six times in the chest. You crumple up and your body lies in that dusty chamber at the edge of the desert as a warning to other foolish adventurers. Your adventure ends here.

52

You fall asleep, but awake with a start when you hear a hissing and feel something brush against your leg. You wake up-but it is only a cat. Suddenly a shadow falls across you, and you look up to see what appears to be a living corpse with rotten flesh hanging from its bones standing over you. It is a Night Ghoul.

NIGHT
GHOUL SKILL 8 STAMINA 7

He has the ability to paralyse you if he scores four separate wounds on you during this battle. If you win, turn to **28**. If you wish to *Escape*, turn to **41**.

53

As you talk to the creature, the powers of the ring begin to take effect and the Nomads watch in amazement as their massive beast meekly obeys you. 'Well done, stranger,' cries the Nomad. 'Please accept our humble gift.' He hands you a pouch containing 5 Gold Pieces. Add 1 LUCK point. Will you go into the desert (turn to **62**), or follow the tracks of the Sandcrawler (turn to **43**)?



54

You bring your Griffin alongside the Dragon, and the Fire Giant furiously orders his minions to the attack. You draw your sword.

	SKILL	STAMINA
First NOMAD	6	5
Second NOMAD	5	6
BUGBEAR		
GUARD	9	7

If you win and the Goblins are still alive, turn to **180**, but if they are dead, turn to **10**.



55

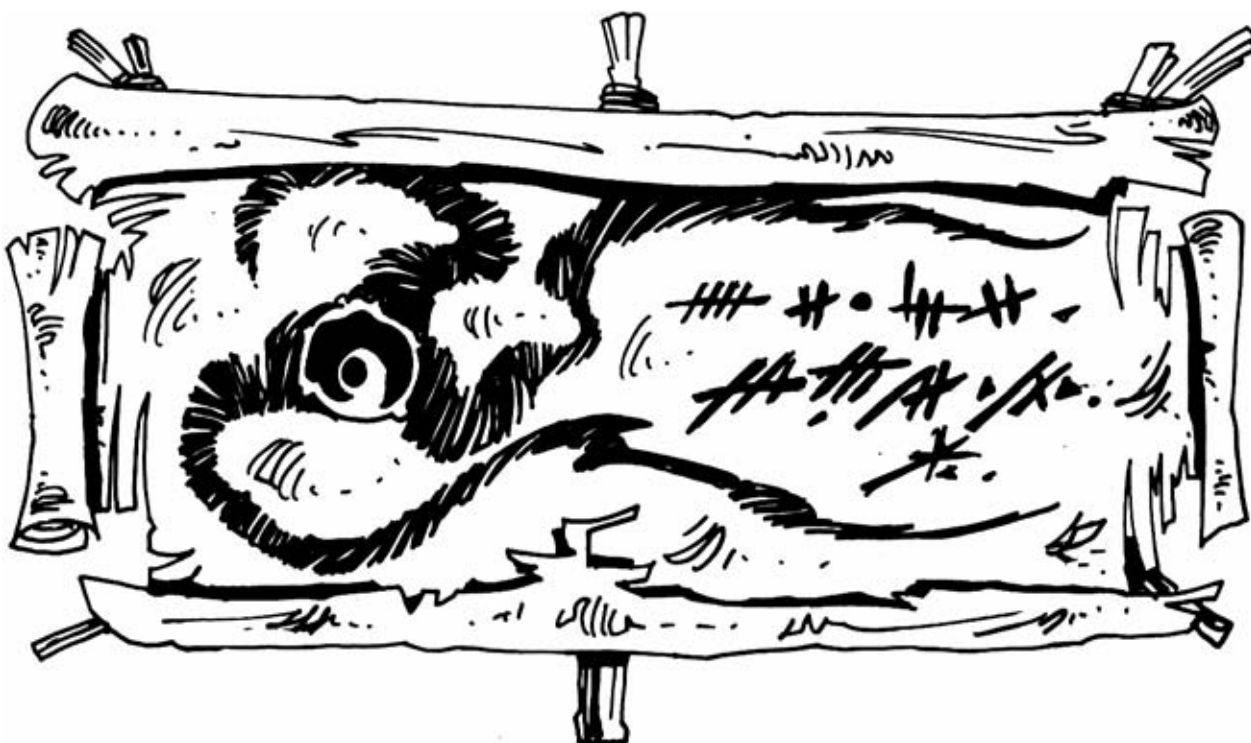
There is nobody in this tent – yet there is a fire burning in the centre! The smoke escapes through a smoke-hole in the roof, but it is extremely hot and stuffy. In the centre of the fire is a dagger, which is unharmed by the flames. Will you reach for the dagger (turn to **26**), walk out, climb up the rise and continue (turn to **85**), or search the first brown-yellow tent (turn to **3**) or the second brown-yellow tent (turn to **20**)?

56

You walk straight on through the pool of light. As you do so, two rows of sharpened stakes spring from either side of the cave walls. You are impaled on them and your rotting corpse will dangle there as a warning to other such foolish adventurers. Your adventure ends here.

57

The twin suns blaze down on you as you start off into the desert – don't forget your penalty if you suffered the Curse of the Nomad. From what you gathered in Alasiyan, the desert is quite small – the main danger is getting lost. You bear this in mind as you approach a choice of ways. Will you continue on the flat (turn to **13**), or go up a slight rise (turn to **187**)?



58

The wall slams down with frightening finality – and you are on the wrong side of it. You hack away at it, but cannot make any impression. You are doomed to sit with a door to your back and a pit in front of you – and who knows what foul things will clamber out of its depths? Your adventure ends here.

59

You walk through the streets of Alasiyan and watch the people as they go about their daily business. You notice a crowd of people and go over to see what's happening. A small, dwarfish Nomad in dark robes, and tattooed

with the mark of the Twin Sun, is telling tall stories of life in the desert. Will you go closer to listen (turn to **173**), or move on (turn to **18**)?

60

The whole convoy of Griffins and the Dragon stops and circles round a large pit in the sand, at the bottom of which is a huge mouth with a tongue snaking out of it. 'Prepare to meet the Earth Demon,' bellows the Giant. Your Griffin dives down and banks to throw you off its back. *Test your Luck.* If you are Lucky, turn to **162**. If you are Unlucky, turn to **199**.



61

You watch the area through the Glass Eye and see three tents, from one of which smoke is coming. Outside, two half-man, half-cat creatures are 'playing' with a great tawny cat. You are so absorbed that you are in danger of not noticing a club being swung at you from behind. *Test your Luck.* If you are Lucky, turn to **50**. If you are Unlucky, turn to **144**.

62

You walk on and on into the dead wastes of the desert. The sand burns your feet through your boots. You kick something hard and white – the skull of some unfortunate animal? The dust devils whirl around and around you. You feel faint and begin to suffer delusions. You collapse into the sand. Your adventure ends here.

63

You walk up to the nest and carefully avoid breaking the three eggs within. You search about and find a piece of parchment woven into the lining of the nest. To your joy, it is the map you have been seeking. Following the directions carefully, you pass through many thorn bushes until you reach the cave entrance. Turn to **159**.

64

You set your backpack down on the sands and join the chain of struggling Nomads fighting with the massive beast, which keeps bucking, and trying to throw you all off balance and escape into the endless dunes of Twin Sun Desert. Roll two dice. If this total is less than your current STAMINA score, turn to **181**. If it is equal to or greater than your current STAMINA score, turn to **103**.

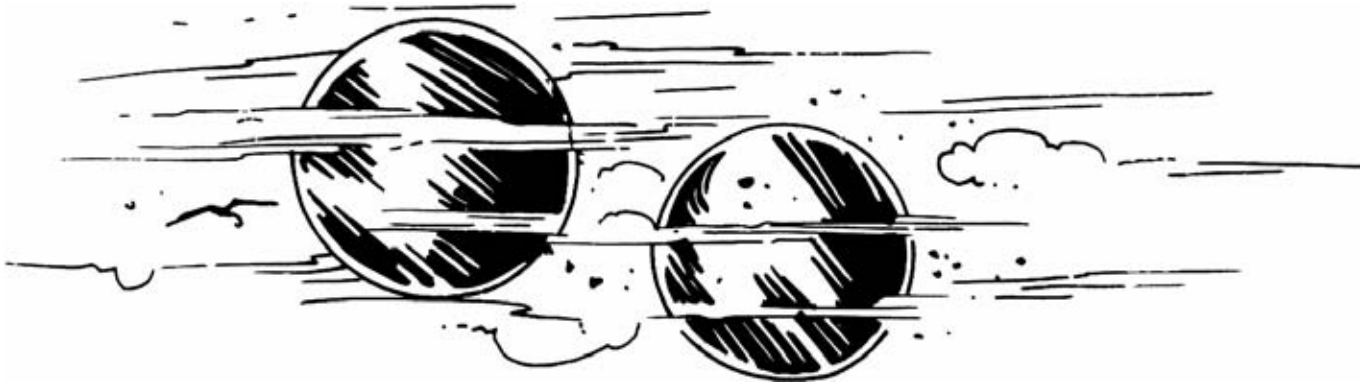
65

You go to the entrance of the cave; it's getting dark outside. What a day – nearly the Earth Demon's breakfast in the morning and now a Hermit's guest at night! You settle down and may eat Provisions here, but you will gain only 2 STAMINA points, as you have to share them with the old man. You go to sleep eventually and awake next morning. Turn to **150**.

66

You are led down some steps and thrown into a small dingy cell with sandstone walls. 'Hello,' says an elfin-like young man. 'What are you in here for?' You explain glumly about the Potion and he laughs: 'Oh, they'll set you





free in half an hour or so, but they'll confiscate your Potion – they always do.' If you wish to wait for release, turn to **24**. If you wish to ask why Potions are confiscated, turn to **88**.

67

Jumping deep pits is not something you want to make a hobby of, especially when you are burdened with a backpack. *Test your Luck*. If you are Lucky, you just manage to reach the other side (turn to **79**). If you are Unlucky, turn to **191**. If you wish to relinquish your equipment (sword, backpack, armour, etc.) and take only the diamond, you can be assured of clearing the pit (turn to **79**).

68

'Here – get on your Griffin,' snarls a cat-like humanoid. You mount and the half-cat, half-man creature mounts another, and flies alongside, controlling yours. Another Griffin flaps by, carrying two Goblins, followed by Kuperan and some of his court on a Blue Dragon! Will you jump down from your Griffin to the desert below (turn to **157**), or stay put and see what happens next (turn to **60**)?

69

You follow the Nomads into an enclosed area of rocks and think you have them trapped, until three more appear on top of the gully and throw a weighted net down on you from which you cannot escape. They rifle your backpack. *Test your Luck* (but don't deduct

any LUCK points) for every item. If you are Unlucky, it is stolen. Lose 3 LUCK points for this encounter. At length, you fight free and continue out of the gully. Turn to **127**.

70

With a little grin on his face the Nomad Trader pulls out a large case and opens it, to show you what he has on offer. What will you buy: Gas Capsules at 3 Gold Pieces each? (Turn to **120**); a Glass Eye at 5 Gold Pieces (turn to **195**); a Sword at 10 Gold Pieces (turn to **128**); or a Knife at 7 Gold Pieces (turn to **186**)? If you don't want to buy anything, turn to **163**.

71

You find the Den of Thieves with very little difficulty, the 'young' man is waiting for you. 'My trade only work nights,' he explains. He leads you quickly to the scribe's office and orders you to keep watch. In a short while he is back with your Potion! Pay him 5 Gold Pieces and depart. Add 1 LUCK point. Turn to **125**.

72

You run as fast as you possibly can, but the boulder moves faster. You run on desperately, but it catches up with you and rolls straight over you, mashing you to the tunnel floor and crushing the fabled Stone of Shanbara to dust. The trap may have destroyed what it was designed to protect, but it has got the thief as well. Your adventure ends here.

73

The Goblins fall screaming from the Griffin's back, and you soon master their mount. You are now able to draw the sword you got from the Orc. Will you fly off into the desert (turn to **19**), attack the creatures on the Blue Dragon (turn to **54**), or do you have a Gas Capsule (turn to **80**)?

74

You walk on into the cave until you come to a place where the sky comes through the roof, creating a pool of light upon the floor. Do you wish to walk straight through the light (turn to **56**), or will you distrust it and walk around the edge (turn to **29**)?

75

The Hobgoblins see you and draw their swords; one hurls a heavy bone at you. *Test your Luck*. If you are Lucky it misses. If you are Unlucky, it hits you – lose 2 STAMINA points.

	SKILL	STAMINA
First HOBGOBLIN	7	4
Second HOBGOBLIN	6	6
Third HOBGOBLIN	7	5
Fourth HOBGOBLIN	6	4

If you wish to *Escape* turn to **192**. If you win, turn to **101**.

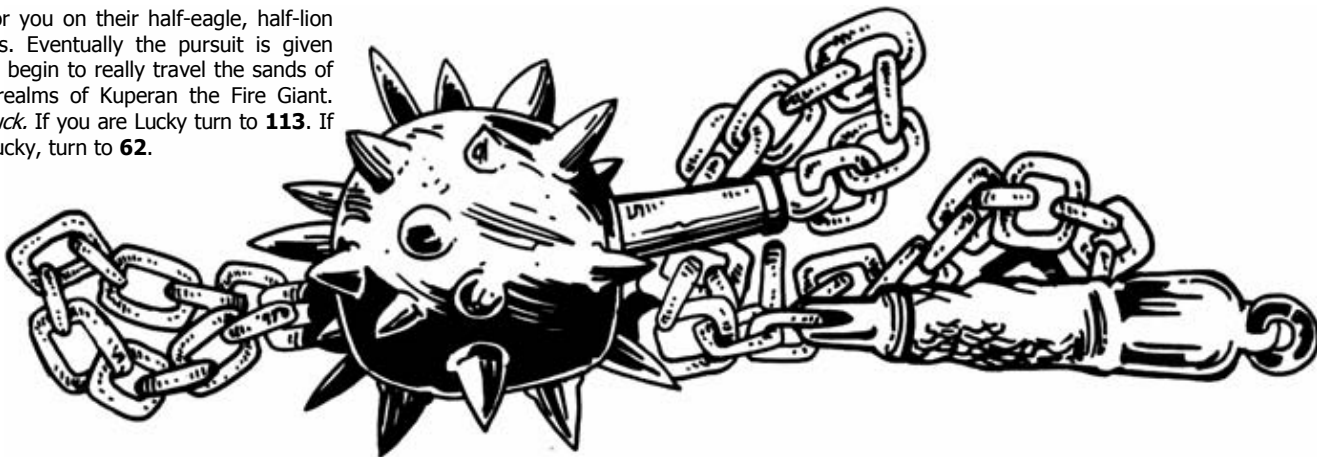
76

All the arrows miss you, but you don't manage to travel far that day as the monsters are out





searching for you on their half-eagle, half-lion flying steeds. Eventually the pursuit is given up, and you begin to really travel the sands of the desert realms of Kuperan the Fire Giant. *Test your Luck.* If you are Lucky turn to **113**. If you are Unlucky, turn to **62**.



77

You enter the inn. It is a dark, noisy place, filled with smoke; it is also pretty rowdy as you find out when a Goblin goes flying past you into the wall. There is a bar, above which a sign says 'Humanoids Welcome'. If you wish to go to the bar, turn to **100**. If you wish to go and sit down at a table alone, turn to **83**.

80

You hurl the capsule at the Blue Dragon and it explodes on impact, releasing the poisonous gas. The Blue Dragon chokes once or twice and then banks over, throwing all its passengers, including Kuperan, into the Earth Demon's mouth. Add 3 LUCK points and turn to **37**.

83

You go and sit down at a table. You may eat Provisions here, while you watch the foolish antics of the many drunk creatures in the room. A Goblin comes up to you and says, 'Snurd Hideflayer?' He is heavily armed. What will you say? If you say 'Yes', turn to **34**; if 'No', turn to **151**.



78

You march up to the castle-type building. The walls are thick, black, baked-mud affairs, reinforced with crude iron. The great iron gates of the building are open. In the distance a jackal howls mournfully. If you want to light your lantern and step inside, turn to **23**. If you want to ignore this spooky place and go to sleep among the rocks, turn to **99**.

81

The walk to Alasiyan takes you about fifteen minutes, but at least it is all downhill. The town is a collection of mud-brick houses and is unwallled because there are few raiders here. Nevertheless, there are some sizeable buildings. The Town Guards walk up to you and demand to search your backpack. Will you agree (turn to **130**), refuse (turn to **94**), or have you found the Potion (turn to **158**)?



82

'Aha!' says the giant. 'We have a swordsman in our midst. But I have given up fighting personal battles - Talus!' At that, the bronze statue jumps down and attacks you!

84

You walk across the room, stepping on the white tiles. You reach the stand on which the Great Stone of Shanhara is lying, but nothing happens. The archer statues remain motionless. Examining the stand, you see that it is booby-trapped in some way, so that the lessening of weight would cause a chain of events to stop you escaping. Do you have a bag of sand? If you do, turn to **39**. If you do not, turn to **21**.

79

You are on the right side of the treacherous pit - but the wall has nearly come down to floor level in the time you have spent crossing it! You try to slither underneath to reach the other side. Roll two dice. If the total is less than or equal to your current SKILL score, turn to **33**. If it is greater than your current SKILL score, turn to **58**.

BRONZE
GOLEM SKILL 10 STAMINA 9

If it scores three successive hits, you are hugged to death. You must lose 1 point every time you wound the Golem, because of the liquid fire which it has for blood. If you win, turn to **121**.



85

You walk along the rise for quite awhile, until you come to a place where it begins to slope down towards what might even be defined as a road! You hear the sound of cartwheels, so you crouch down and observe the cart's occupants. They are the three reptiles and several others. Will you hide (turn to **133**), go to meet them (turn to **154**), or throw a Gas Capsule (turn to **198**)?



86

The muscles in your body start to stiffen as the poison runs through your bloodstream. You sink to the ground unconscious. When you wake up, you find that three items (you choose) have been stolen from your backpack. Lose 1 LUCK point. Angrily, you continue up the road and out of the gully (turn to **127**).

87

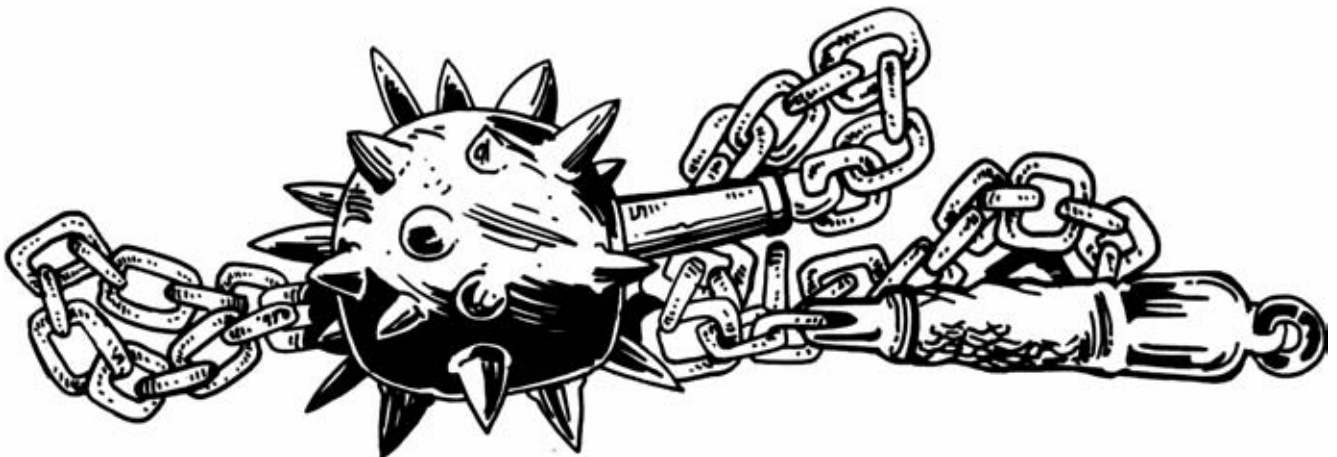
You creep over to the corner where the statue stands. It is indeed made of bronze and looks like Kuperan, except for the fact that it has magic symbols etched on its forehead. Too late you realize that this is a Golem.

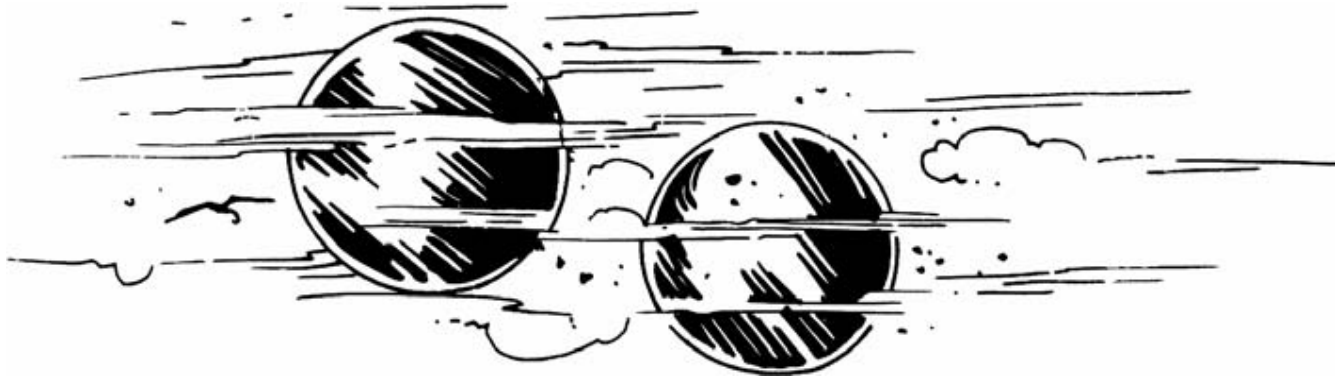
BRONZE
GOLEM SKILL 11 STAMINA 9

The noise of battle quickly awakens Kuperan's degenerate followers, who observe the contest with glee. You must lose 1 point every time you wound the Golem because of the liquid fire which it has for blood. When the Golem inflicts his second wound on you, turn to **190**. If you win this battle, turn to **121**.

88

'I don't know really,' confesses the young man, 'but it might be to do with the fact that the governor of Alasiyan, it is said, is a wizard of some power. Yes,' he muses, 'I used to have several doses of a Potion of Longevity a day.' 'How old are you?' 'Oh, I'm 379 years old,' laughs the 'young' man. If you wish to continue talking, turn to **47**. If you wish to wait for the return of the Guard in half an hour or so, turn to **24**.





89

You find a Magic Ring of Animal Control, but that is all, apart from a pair of iron war claws. You may eat Provisions here. Will you go down to the heat-haze (turn to **40**), go on following the path along the top of the rise (turn to **85**), or go across the rise to the other side (turn to **2**)?

90

'You lie,' snarls the Hobgoblin menacingly. 'There are no appointments today!' You must fight.

	SKILL	STAMINA
First HOBGOBLIN GUARD	6	6
Second HOBGOBLIN GUARD	5	7

If you defeat both Hobgoblins, turn to **184**. You may *Escape* from this battle by turning to **15**.

91

The Roc's giant wings catch you – lose 3 STAMINA points-and you are hurled over the cliff into the Valley of Diamonds. Fortunately, you land in soft sand half-way down and slither the rest of the way. Turn to **155**.

92

You try to climb the steep sides of the Valley of Diamonds, but to no avail. You slip down the bank again – lose 1 STAMINA point. You have no alternative but to wait and see what happens. Turn to **143**.

93

The arrows thud into your back and you fall head first into the sand. The Orc comes up and slings you over his shoulder. For those with less fussy tastes, there will be a grand feast tonight. Your adventure ends here.

94

'A troublemaker, eh?' sneers one of the guards. They draw their swords and you do likewise.

	SKILL	STAMINA
First TOWN GUARD	7	4
Second TOWN GUARD	6	6

If you win the battle, head on into Alasiyan (turn to **59**).

95

You walk further up the hillside. Suddenly there is a terrible rumble and you look up to see a landslide coming down on top of you. *Test your Luck*. If you are Lucky, you make it back to the cave (turn to **119**). If you are Unlucky, the landslide buries you and your adventure ends here.

96

The cat-like humanoid wounds you – lose 2 STAMINA points. The battle is on.

LAUPER	SKILL 7	STAMINA 7
--------	---------	-----------

Deduct 3 points from your Attack Strength because you are unarmed. If you win, turn to **194**.

97

You talk to the Sandcrawler, trying to entice it out of the sand, while the bewildered desert Nomads watch. Have you a Ring of Animal Control? If you have, turn to **53**. If you have not got this item, turn to **175**.

98

You just manage to scrape over to the other side despite the weight of your equipment. You breathe a sigh of relief and continue on to a large chamber which houses the fabled Stone of Shanhara. Turn to **8**.

99

You settle down to sleep in the rocks, but it is cold. You never knew deserts could be so cold at nights. Have you a rug? If so, wrap yourself up in it tightly. If not you suffer from exposure – deduct 2 STAMINA points. Turn to **148**.

100

A glass of spiced liquor costs 3 Gold Pieces. If you cannot afford this price, you will have to leave the inn (turn to **5**). Otherwise you may pay the price and buy a drink – add 1 STAMINA point – and then either stay at the bar (turn to **118**), or sit down at a table alone (turn to **83**).

101

You search the dead Hobgoblins, and find little but knives, bones and dirty rags. Hidden in a box under the table, however, are 4 Gold Pieces. You may now either leave the house and continue (turn to **15**), or go up the flight of stone steps (turn to **45**).



102

You have a few doubts about the rope but still swing across on it. To your relief, it holds, and you reach the other side. You continue until you reach a chamber containing the fabled Stone of Shanhara. Turn to **8**.



103

Despite your combined efforts, the Sandcrawler slips away. 'Well, that's that,' says one Nomad. 'But thank you for your services, traveller. Follow the tracks and you will be safe.' Will you ignore the Nomad and strike out across the desert (turn to **62**), or follow the Sandcrawler's tracks (turn to **43**)?

104

You fall asleep, feeling that you have established yourself. Snoring peacefully between a Kobold and a Nomad, you do not notice the Orc Mercenary approaching: he stabs you to death in the dark. Your adventure ends here.

105

When the Nomads see that their darts have missed, they run off into the rocks. Are you angry enough to chase after them (turn to **69**), or will you shake your head and walk on up the road and out of the gully (turn to **127**)?

106

The Orc sees the predicament you are both in and leaps into the air-and with an astonished shriek falls straight into the Earth Demon's mouth. Will you try to jump out of the pit (turn to **31**), or will you hang on for dear life (turn to **116**)?

107

With difficulty, you clamber back up to the rocks further up the hillside and search in all the clefts – and at length find the Magical Potion. It is marked, in the same spidery writing, CONTROL HUMAN and is good for one dose. You suddenly hear a hissing noise. Turn to **112**.

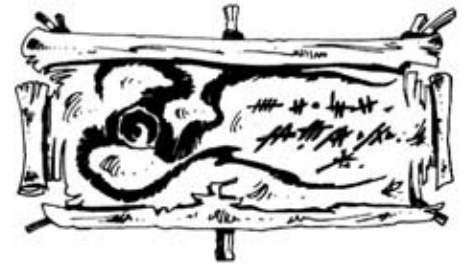
108

You rush out and tie yourself to the Roc's leg with the rope. You are just in time, as well, as the Roc soon takes off with the snakes in its mouth. You reach the top of the valley and, after untying the rope and waiting for the Roc to fly off, you approach the nest. Turn to **63**.



109

'If that's the thanks we get . . .' splutters the merchant, and calls the guards. You are surrounded by twelve burly men-at-arms wearing chain-mail. They run you through without mercy. Your adventure ends here.



110

You step over the dead Lizard-men – you may add 1 SKILL and 2 LUCK points for your victory. The others in the cart are four humans and a Goblin, who are chained together because they are slaves. You free them and find rotten fruit, manacles, leg-irons and rope in the cart. Will you continue (turn to **126**), or ask questions (turn to **149**)?

111

Roll two dice. If the number is equal to or less than your current SKILL score, you succeed in this tricky manoeuvre – add 1 LUCK point and turn to **35**. If the total is higher than your current SKILL score, you lose your balance and fall off into the awaiting mouth. Your adventure ends here.

112

Your hand is bitten (lose 1 STAMINA point), and you withdraw it hurriedly, remembering the warning about the Guardian. But luckily it is only a small green lizard-the Guardian has probably died or wandered off long ago – and you may proceed to the town. Turn to **81**.





113

You are lost in the Twin Sun Desert! Your water dries up and your food goes bad. Fortunately, you stumble across a merchant caravan bound for Alasiyan which you can board for 5 Gold Pieces. Once in Alasiyan, you may try again, perhaps . . .

114

You put your hand in carefully . . . but there is no scorpion in it. 'Well done,' cries the Hermit. 'I don't exactly know where the Lost Cave of the Dervishes is, but 1 do know that a map to its location is held in the great nest overlooking the Valley of Diamonds.' Turn to **65**.

115

Very carefully, you close the door and manage to sneak out of the house without anyone noticing you. Outside, you nearly trip over the dead guards, so you arrange them in suitable positions and then move on into the square. Turn to **15**.

116

You clutch vainly at the slippery sand sides of the pit. The Griffin dies and releases its grip – and both of you slide into the ever-hungry jaws of the Earth Demon. Your adventure ends here.



117

The Orc sees the predicament you are both in, and leaps ten feet to the top of the pit. Then, with an evil cackle, it leaves you and the Griffin to slide slowly into the ever-hungry jaws of the Earth Demon. Your adventure ends here.



118

While you are at the bar, a creature with a face like a hyena says, 'He doesn't like you,' pointing at a mean-looking Lizard-man. You turn back to your drink. 'Come to that,' he says, 'I don't like you either.' Will you leave (turn to **5**), or fight (turn to **135**)?

119

You enter the cave. All is quiet, till you hear a wailing, and then an old man rushes out at you. 'The Hermit?' you ask. 'The very same,' he replies. You ask him about the Stone of Shanbara, but he wants you to try the Test of the Scorpion. If you will try it, turn to **44**. If you want to leave this madman, turn to **165**.

120

The Gas Capsules are designed to be thrown by hand at someone or something. They explode on impact and release a cloud of poisonous gas. Buy as many as you want. You may now move on (turn to **18**), or buy something else (turn to **70**).

121

You step back, smiling-add 3 LUCK points. The Giant is enraged and orders the guards to seize you. 'Tomorrow,' he warns, 'you'll be the next tribute to the Earth Demon.' You are marched off to the dungeons below the castle. Turn to **153**.

122

The Giant Hawk scratches your face – lose 2 STAMINA points. You draw your sword and fight this unexpected assailant.

GIANT HAWK SKILL 9 STAMINA 9

If you win the battle, turn to **131**. If you wish to *Escape*, turn to **160**.

123

You are just turning away from the heat-haze when you meet a half-man, half-cat creature, mounted on a great snarling war-cat!

	SKILL	STAMINA
WAR-CAT	9	8
LAUPER	10	6

If you win this battle, turn to **89**.

124

You decide not to trust the rope, so you jump across. Unfortunately, your equipment and leather armour weigh you down. *Test your Luck*. If you are Lucky, turn to **98**. If you are Unlucky, turn to **191**.





125

You hurriedly leave the scene of the crime with your Potion. You return to the mysterious beehive buildings and may eat Provisions here before falling asleep. Turn to 52.

126

You continue along the road until it reaches a gully. It is early evening and shadows fall across one side of the gully. Resolutely, you press on, keeping a watch for robbers or bandits in the shadows. Have you the Eye of Ylaruam? If you have, turn to 6. If you have not, turn to 32.



127

Night is falling. The road curls up to a huge, low building that looks something like a weird castle. To go up here, turn to 78. Alternatively, you may spend the night among the rocks (turn to 99). Deduct 5 STAMINA points if you have not eaten since you left Alasiyan.



128

The sword is a magical one made by the Dwarfs of the Copper Mountains. When fighting in battle, you may add 1 point to your Attack Strength if you are using this sword. If you want to move on now, turn to 18. If you want to buy something else, turn to 70.

129

You break free of your guard, a cat-like humanoid, and run for the desert. A howl goes up from the monster guards. Quickly, the Orc pulls out his bow and shoots two arrows at you. *Test your Luck.* If you are Lucky, turn to 76. If you are Unlucky, turn to 93.



130

You hand the two guards your backpack and they search through it, muttering and shaking their heads. At length one declares, 'Your provisions are all right, but we'll have to see the master about the Potion of Skill/Strength/Fortune. Please come with us to the office.' Will you agree to this request (turn to 179), or refuse (turn to 94)?

131

You walk up into the hills. Eventually, you come to a cave in the hillside, outside which is a large boulder. You may eat Provisions here. Then you may either light your lantern and enter the cave (turn to 119), or go further up the hillside (turn to 95).

132

You take one Gas Capsule and throw it at the Bugbears. It explodes and releases the poisonous gas. The Bugbears drop their battleaxes and sink to the ground clutching their throats. Add 1 LUCK point. You walk past the dead guards. Turn to 189.

133

From your high vantage-point, you watch the cart rumble by. You may eat Provisions here. When the cart has gone, you slither down to the road and, after some brief thought, walk on in the opposite direction. Turn to 126.

134

Do you wish to thank the merchants and turn aside from the path to head into the hills (turn to 14)? Or do you suspect trickery here and wish to attack them (turn to 109)?

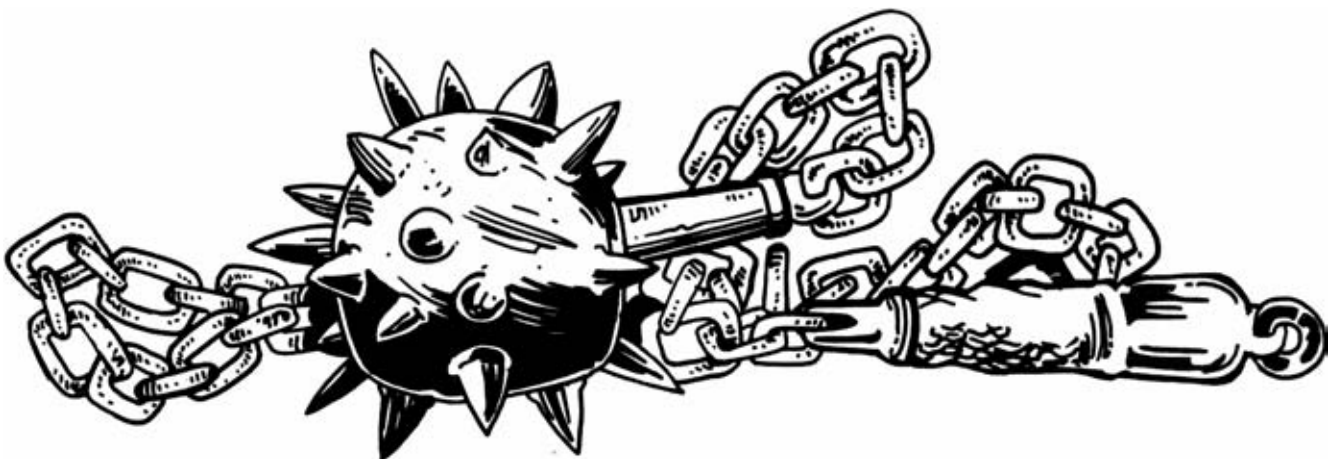


135

You draw your sword and the two evil creatures are almost beside themselves with glee as you do so. The fight commences.

	SKILL	STAMINA
GNOLL	8	4
LIZARD MAN	7	7

If you win, you decide to leave the inn. Turn to 5.



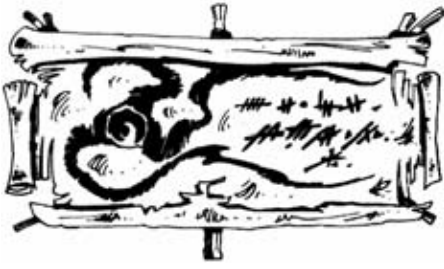


136

You step forward. The Dervish twirls his sword in defiance. Resolve this battle.

DERVISH SKILL 7 STAMINA 6

If you win, you may search him (turn to **147**), or enter the cave (turn to **46**).



137

You work away all night- lose 2 STAMINA points for not getting any sleep – but cannot escape, for the walls and door of the cell are made of solid rock. In the morning the guards come to fetch you. Turn to **183**.

138

You put your hand in carefully – but there is no scorpion in it. 'Well done,' cries the Hermit. 'I don't know exactly where the Lost Cave of the Dervishes is, but I do know that a map to its location is held in the great nest overlooking the Valley of Diamonds.' Turn to **65**.

139

The Sorcerer-Governor becomes visible again when he is dead. Hurriedly, you search him and the room. You find 25 Gold Pieces. For your incredible victory you may add 1 SKILL point, 2 STAMINA points and 1 LUCK point. You may also eat Provisions here before you leave the house. Turn to **15**.

140

You follow the track for some way and shortly see a caravan of about six wagons coming towards you. Do you wish to meet the people in the caravan (turn to **17**), or will you turn aside and strike out into the desert (turn to **62**)?

141

You draw your sword and the Nomad gives a shriek of anger and rage. Resolve this battle.

NOMAD TRADER SKILL 5 STAMINA 6

If you win, you find 7 Gold Pieces (turn to **18**). If the fight is going badly, you may *Escape* (turn to **18**).

142

You manage to knock the Orc Mercenary unconscious and turn back to the problem of steering your Griffin. Will you remove the Orc's boots and sword and exchange them for your own (turn to **111**), or will you just hang on to your wild Griffin (turn to **35**)?



143

As you sit waiting, you hear a nasty hissing sound and look around. You see nothing. This happens several times, until you draw your sword, and then they appear from behind the rocks.

SNAKES SKILL 6 STAMINA 6

Each time you are wounded, you must subtract 4 points from your STAMINA score because of their poisonous bites. If you win, turn to **164**.

144

The club comes down on your head and knocks you unconscious – lose 2 STAMINA points. When you come to, you find that all your Gold has been stolen – lose 1 LUCK point. You may eat Provisions here. Will you go on along the rise (turn to **85**), or visit the tents (turn to **40**)?

145

The Fire Giant draws back in fear. The guards dare not seize a madman! 'We would be

honoured if you would stay the night,' mutters Kuperan. You press your advantage and ask questions regarding your quest. The Giant is reluctant, but he has no choice while you have your Gas Capsule. He says he doesn't know where the Lost Cave of the Dervishes is, but that the old Hermit of the Hills might. You laugh and put away your Gas Capsule. Add 1 LUCK point. As it is night-time outside, the monsters soon begin to fall asleep. Turn to **169**.



146

You march across the square to the house and make for the door, which is a large stone affair. The Hobgoblins bar your way and the tallest growls, 'No admittance without the Governor's appointment.' Have you an appointment? If you have, turn to **90**. If you have not, turn to **170**.

147

You search the dead Dervish and find 3 Gold Pieces, a silver crucifix and a bag of sand. You may keep two of these items and throw the other away. Make up your mind which you will keep and which one you will throw away, and then enter the cave. Turn to **46**.

148

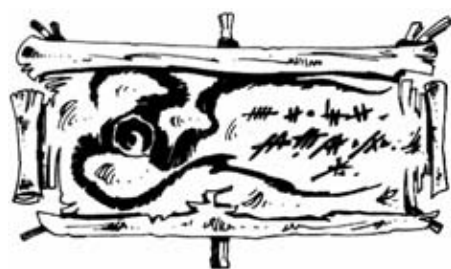
It seems you are destined not to have a quiet night on this adventure! As you lie down, a hungry Rock Toad approaches.

ROCK TOAD SKILL 8 STAMINA 6

Each attack round, roll one die. On a roll of 1, 2 or 3, the encounter is as normal. On a roll of 4, 5 or 6, you are dragged to the Rock Toad's mouth by its snaking tongue and bitten – lose 4 STAMINA points. If you win, turn to **193**.

149

You ask questions regarding the Stone of Shanbara, but none of the prisoners has heard of it. One of the humans, an old man, tells you to seek the advice of Kuperan the Fire Giant – if you can survive his castle and courtiers! Turn to **126**.



150

You set off with the good wishes of the Hermit – add 1 LUCK point. You go down the hillside and follow the old man's directions to the great nest. Cautiously you approach; it is indeed a nest, with three eggs inside. *Test your Luck*. If you are Lucky, turn to **63**. If you are Unlucky, turn to **25**.

151

The Goblin scowls, 'Where is that son of a desert rat? I'll cut his throat for him!' and stomps off. You breathe a sigh of relief and spend the rest of the time avoiding quarrels and generally listening in. At length you decide to leave the inn. Turn to **5**.

152

You put your hand in the hole and feel an intense pain shoot through it and up your arm. You withdraw it quickly – but it is too late. You have chosen wrongly. You slump to the ground, and your adventure ends here.

153

Your cell is dusty and dark. The guards have removed your sword, but you still have your backpack and you may eat Provisions here. Will you go to sleep (turn to **172**), or try to get away in the night (turn to **137**)?



154

You walk into the road and hail the drivers. They are three Lizard-men, who attack you quickly.

	SKILL	STAMINA
First LIZARD-MAN	8	8
Second LIZARD-MAN	9	8
Third LIZARD-MAN	8	7

If you wish to *Escape* turn to **126**. If you win, turn to **110**.

155

You land, a little dazed, on the floor of the Valley of Diamonds. The sides look very steep to climb. What most amazes you, though, is the fact that the valley floor is not strewn with rocks, but with diamonds. You may gather some diamonds here, to the value of 100 Gold Pieces, and eat Provisions if you wish. If you want to try to climb out of the valley, turn to **92**. If you have Boots of Leaping, turn to **16**. Alternatively, you may wait and see what happens (turn to **143**).

156

You throw your knife; it whistles down the table towards him-and stops suddenly, as if it has hit an invisible force-field. Lose 1 LUCK point. The Governor turns to face you, his dagger drawn. Turn to **36**.

157

You leap from the back of your Griffin. The height is too great. You land in a crumpled pile on the sand, your neck broken. Kuperan gives a howl of rage and decides to give the guard to the Earth Demon instead. Your adventure ends here.

158

Before the guards can reach you, you pull out the Potion of Human Control which you found in the rock cleft and swallow what remains of the fluid. 'Hey!' cry the guards, 'What are you doing?' 'You don't want to search my backpack and I can pass freely,' you intone. The guards look at you dumbly and allow you to walk past them. Add 1 LUCK point. Turn to **59**.

159

Standing before the cave entrance is a Dervish on guard. Obviously the cave wasn't lost to everybody! You will have to attack the Dervish to gain entrance (turn to **136**). But if you have a Dagger of Dervish-killing, turn to **178**.

160

You run on until you find a hole in the rocks, a crevice where you can hide from the Hawk. Nevertheless, it wounds you again – lose 2 SKILL points – before eventually giving up and flying off. Turn to **131**.

161

You find three Lizard-men in leather armour, and four humans and a Goblin who are chained together. The cart contains rotten fruit, manacles and leg irons, also a length of rope. Take what you will, then turn to **126**.



162

Desperately, you claw out, and manage to catch the Griffin's wing and pull yourself back into the saddle. The cat-like humanoid urges his Griffin to the attack. Roll two dice. If the total is equal to or less than your current SKILL score, turn to **185**. If the total is more than your current STAMINA score, turn to **96**.



163

The Nomad's grin fades. 'A curse on you, you desert rat! May all your Provisions rot in the desert.' And they will. When you leave Alasiyan, cross off all your Provisions. Lose 3 LUCK points. If you want to attack the angry Nomad, turn to **141**. If you want to move on, turn to **18**.

164

As you step back from the dead snakes, a Giant Roc comes down to seize their corpses for food. Maybe you can catch hold of the Roc's leg? If you have any rope, turn to **108**. If you have not got any rope, turn to **196**.

165

Whatever happens, you don't want to try the Test of the Scorpion, so you head out into Twin Sun Desert again, after saying goodbye to the old man. *Test your Luck*. If you are Lucky, turn to **113**. If you are Unlucky, turn to **62**.

166

The door swings open, revealing a room with bare walls. However, there is a table in the room and seated around this are four Hobgoblins. If you want to attack them, turn to **75**. If you want to leave, *Test your Luck*. If you are Lucky, turn to **115**. If you are Unlucky, turn to **75**.

167

You creep with drawn sword towards Kuperan, as he sleeps on his stone chair. Unfortunately, you trip on a sleeping Lizard-man and he wakes up. Your battle awakens the other monsters.

LIZARD-MAN SKILL 8 STAMINA 6

If you win, turn to **82**.

168

You cannot get out of the way of the boulder in time! It rolls over you, mashing you to the tunnel floor and crushing the fabled Stone of Shanhara to dust. Your adventure ends here.

169

Will you go to sleep among the monsters? If you will, turn to **104**. If you want to stay awake, what will you do? You could investigate the bronze statue (turn to **87**), or try to assassinate Kuperan while he sleeps (turn to **167**).

170

'Then be off with you,' snarls the Hobgoblin angrily, 'and stop wasting my time.' If you wish to move on, turn to **15**. If you wish to attack the Hobgoblin for his insolence, turn to **197**.

171

You easily leap up to the Goblin's Griffin. The two creatures curse - they can't use their bows at such short range. You do not have time to draw the sword you got from the Orc, but as you are all fighting unarmed, you do not need to deduct 3 points from your Attack Strength.

	SKILL	STAMINA
First GOBLIN	5	5
Second GOBLIN	5	4

If you defeat both of them, turn to **73**.

172

You get a good night's sleep despite the hard stone floor and the constant scamperings of Hellrats in the dark - lose 1 portion of your Provisions to the rats. In the morning the guards come to fetch you. Turn to **183**.

173

The Nomad stops as you draw close. 'Ah, I can see you are a man of the world,' he says. 'Where are you headed? What, Twin Sun Desert? Then you'd better purchase some items from me.' Will you? If you want to see what he has to offer, turn to **70**. If you want to move on, turn to **18**.

174

You jump almost effortlessly across the deep pit and walk on until you reach an archway. You walk through this and come out into a wide, spacious chamber containing the huge and beautiful Stone of Shanhara. Turn to **8**.

175

The Sandcrawler, huge beast as it is, only buries itself deeper in the sand. The Nomads look at you with disgust. Lose 1 LUCK point. You decide to leave. Will you head out into the desert (turn to **62**)? Or will you follow the very obvious tracks of the Sandcrawler (turn to **43**)?

176

The Giant Hawk seizes you in its talons and you are carried away, your sword knocked from your hand. You are set down in a huge nest filled with babies the size of normal-sized hawks. Your adventure ends here.

177

Your aim is true - but the knife clatters off Kuperan's splendid armour. 'Tomorrow,' says the Giant as his guards seize you, 'you'll be the next tribute to the Earth Demon!' You are dragged off to the dungeons beneath the castle. Turn to **153**.

178

You step forward. The Dervish twirls his sword in defiance. Suddenly the dagger shoots from its place on your belt straight into the Dervish's chest, killing him instantly. Add 1 LUCK point. Will you search the Dervish (turn to **147**), or go on into the cave (turn to **46**)?



179

Taking your backpack, the guards lead you through Alasiyan to a low building with an archway for a door. Inside is an elderly scribe and another guard. He takes one look at the offending Potion and says to his guard, 'Take him down to the cell!' You are led off, struggling. Turn to **66**.





180

The Goblin's Griffin swings around towards you and the two archers fill you with arrows. Kuperan bellows with evil laughter as you pitch forward into the waiting mouth of the Earth Demon. Your adventure ends here.

181

Your combined efforts manage to subdue the Sandcrawler. 'Thank you, traveller,' says the Nomad, and hands you a pouch containing 5 Gold Pieces. Add 1 LUCK point. 'Don't go into the desert,' he warns. If you wish to ignore him and set out into the desert, turn to **62**. If you wish to obey him and follow the Sandcrawler's very obvious tracks up a rise, turn to **43**.

182

With all your opponents dead, you urge the Griffin to fly off into the desert. But as you leave, the Blue Dragon breathes lightning at you. *Test your Luck*. If you are Lucky, the bolt misses you (turn to **37**). If you are Unlucky, it hits you, killing you and your Griffin instantly. Your adventure ends here.

183

You are dragged out of your cell and led outside into the brilliant sunshine of Twin Sun Desert. Here a pack of half-eagle, half-lion flying creatures and a select group of guards await you. Will you try to *Escape* now while you still have the chance (turn to **129**), or go peacefully (turn to **68**)?

184

You search the Hobgoblins and find a bronze key. Then you try the door of the house – it is locked, but perhaps the bronze key unlocks it? If you wish to try opening the door with the key, turn to **9**. If you wish to move on, turn to **15**.

185

As you pass, you pull the cat-like humanoid from its saddle and it falls screaming into the mouth of the Earth Demon. His Griffin flies off across the desert. Will you follow? If you do want to follow the other Griffin, turn to **19**. If you don't want to, turn to **49**.

186

The knife is a Magic Throwing-knife, which can be thrown at any time in any battle and will automatically inflict 2 STAMINA points of damage to the victim. It can only be used once. If you want to move on now, turn to **18**. If you want to buy something else, turn to **70**.

187

The path up the 'slight' rise is tiring and difficult. Once at the top, you can see some tents and activity going on down below, but it is obscured by the heat-haze. Do you have the Eye of Ylaruam the Master Mage? If you do, turn to **61**. If you do not have this item, turn to **123**.

188

You walk for most of the day until late afternoon. You can now see hills to the north of you. If you want to head towards these, turn to **14**. Alternatively, you may follow what

seems to be a track through the desert (turn to **140**).

189

You walk on up the corridor until you reach an archway over which two torches burn. There are steps leading down beyond it, and you can hear shouts, laughter and talking in several languages. Grimly, you walk through the archway and down the steps. Turn to **12**.

190

The Bronze Golem bashes you savagely across the face and the now awakened Kuperan laughs, 'Play with Talus would you? Tomorrow you'll be the next tribute to the Earth Demon!' The guards come and drag you off to the dungeons beneath the castle. Turn to **153**.

191

The equipment is the fatal difference. You are too laden to jump across to the other side, and with a scream of horror you plunge down and down into the pit. You will not survive the fall. Your adventure ends here.

192

You run out of the house with the Hobgoblins after you, their rage doubled at seeing their fallen companions by the door. Fortunately, you manage to lose them in the square and are able to continue. Add 1 LUCK point. Turn to **15**.

193

You slay the foul Rock Toad. You may eat Provisions here before going to sleep again. Next morning you awake and, ignoring the castle, set off into the desert. *Test your Luck*. If you are Lucky, turn to **113**. If you are Unlucky, turn to **62**.

194

The Lauper tumbles from his mount and falls screaming into the mouth of the Earth Demon. His Griffin flies off across the desert. Will you urge your Griffin to follow? If so, turn to **19**. If not, turn to **49**.

195

The Glass Eye is a snip at 5 Gold Pieces! It was fashioned long ago by a Master Mage of Alasiyan called Ylaruam, and when you look through it, you can see distant things far more clearly – just like a pair of binoculars! You may add 1 LUCK point. If you want to move on now, turn to **18**; if you want to buy something else, turn to **70**.

196

You rush out and catch hold of the Roc's leg. You are just in time, as the Roc rises into the air with the snakes in its beak. As it flies up you start to lose your grip on the Roc's leg. Soon you fall off and plummet to the ground. Your adventure ends here.

**197**

As you and the Hobgoblins draw swords, the second Hobgoblin joins the fray as well!

	SKILL	STAMINA
First HOBGOBLIN GUARD	6	6
Second HOBGOBLIN GUARD	5	7

If you wish to *Escape*, turn to **15**. If you win, turn to **184**.

**198**

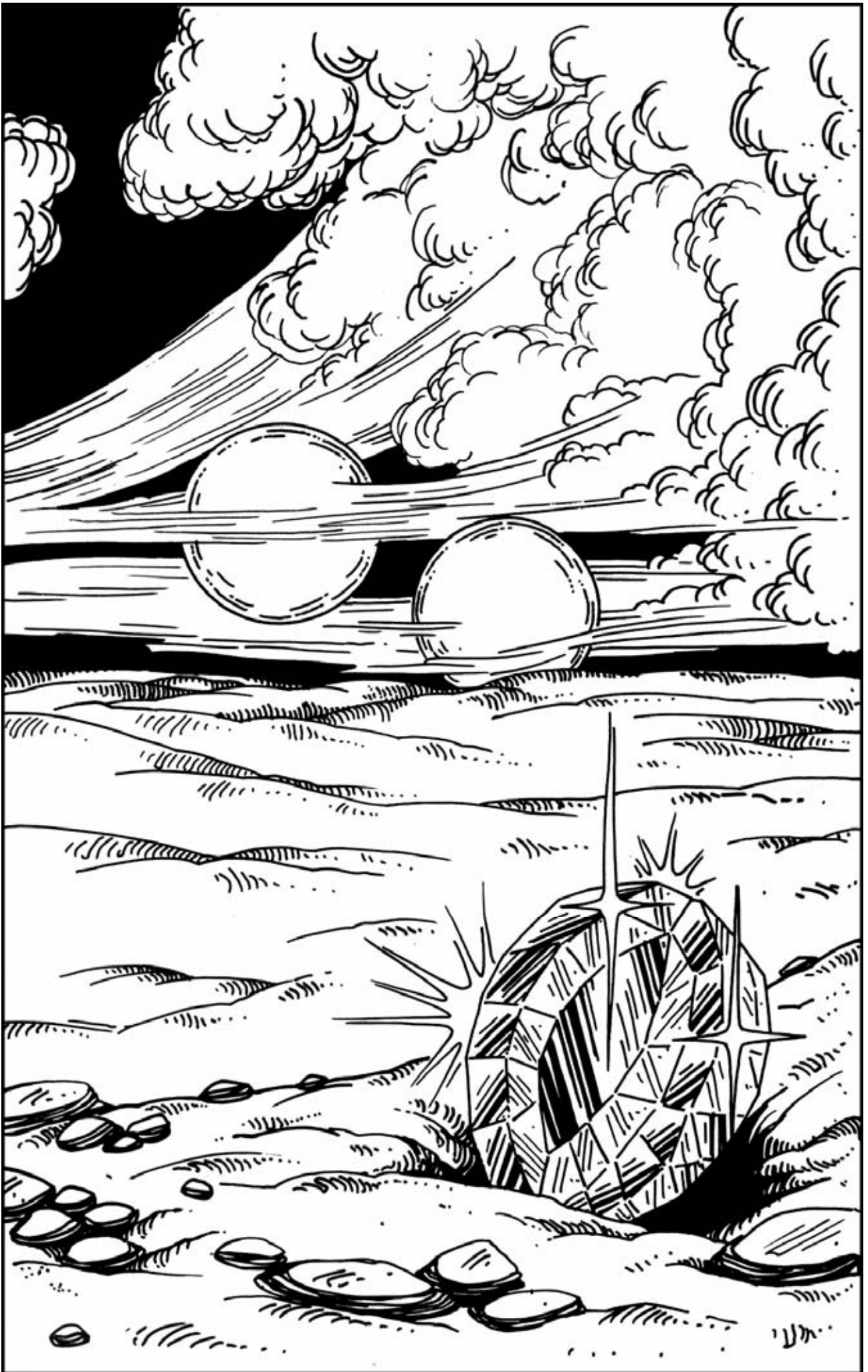
You throw your Gas Capsule and it explodes on impact, enveloping the cart in poisonous gas and killing all the occupants. Lose 1 LUCK point for being cowardly. You wait for a while to make sure they are dead and that the gas has cleared. You slither down to the road. You may continue (turn to **126**), or you may search the cart (turn to **161**).

199

The Griffin throws you clear of its back and helplessly you plummet straight down into the Earth Demon's awaiting mouth. The crowd on the Blue Dragon cheer and laugh before the Fire Giant orders the convoy to head homewards. Your adventure ends here.

200

You gather up your last reserves of energy and run for the circle of light at the end of the tunnel. You just make it to the entrance before the boulder. Quickly, you leap to one side and in the next moment the boulder comes rumbling out and crashes down the hillside, splintering the thorn bushes as it goes. You sit back against the baking rocks and breathe a sigh of relief. Eagerly, you pull the fabled diamond, the Stone of Shanbara, from your pocket and hold it up to the light of the Twin Suns. The myriad points of light sparkle like nothing else in this world. You place it down beside you and gaze out across the desert in the direction of Alasiyan. You have succeeded where many others have failed, but this does not dwell on your mind for too long. Getting up and dusting yourself off, you pick up the Stone of Shanbara and stride down the hillside towards your next adventure.



CARTOON COMPETITION

First prize £20 Five runner-up prizes of £10

In issue 2, we ran a Cartoon Competition for comic-strip artists. The winning entry and runner-up are featured in this issue. We received so many entries that we decided to run another competition. This time we are looking for a single frame cartoon, in black and white only, along the lines of the one below. It should be based on an unlikely incident in the world of Fighting Fantasy. We will publish the winning entry and some of the runners-up in a future issue of *Warlock*.

Rules

1. All entries must have the entrant's name, address and age attached and must be accompanied by the official entry token (below).
2. Winning entries will be judged on the basis of inventiveness, originality and artistic merit. If, in the judges' opinion, none of the entries is of sufficiently high standard, the first prize will not be awarded and extra runner-up prizes will be given.
3. No employee of Penguin Books Ltd, nor their families, may enter this competition.
4. The closing date for entries is 15 March 1985. Overseas entries will be accepted until 10 August 1985.
5. Prizewinners will be notified by post no later than 30 April 1985 (overseas prizewinners by 11 November 1985). A full list of prizewinners will be available from Penguin Books Ltd, 536 King's Road, London SW10 0UH, England, after these dates.
6. Entries are not returnable unless accompanied by a sufficiently large self-addressed envelope covered by the relevant amount of postage.
7. It is a condition of entry that all entrants agree to abide by the rules.
8. Entries should be sent to:

Warlock Competition
Penguin Books Ltd
536 King's Road
London
SW10 0UH
England



'Ah, that must be Bert. I guess he didn't have any trouble with the Orcs in Darkwood Forest.'

MONSTER CROSSWORD SOLUTION



Across 1, Firetop Mountain; 9, SA; 10, Go; 11, To the hills; 14, Bait; 15, At; 16, Traveller; 17, NY; 18, Creed; 20, North; 22, This; 23, ICA; 26, As; 27, Ask; 29, Forest of Doom; 33, Livingstone; 34, Pit; 35, Ta; 38, Other; 40, AA; 42, Chips; 44, Starship; 45, Ye; 46, Sorcery. Down 1, Fighting Fantasy; 2, End; 3, Or talk; 4, Mitten; 5, User; 6, Thieves; 7, Island; 8, Nasty; 12, Oil; 13, Pair; 14, Be; 18, Chaos; 19, Risotto; 21, The Lizard; 23, ITV; 24, Coin; 25, AFN; 28, Steve; 30, Sit; 3, DG; 32, Moat; 36, Acht; 37, Zip; 39, Here; 41, Ate; 43, Hi.



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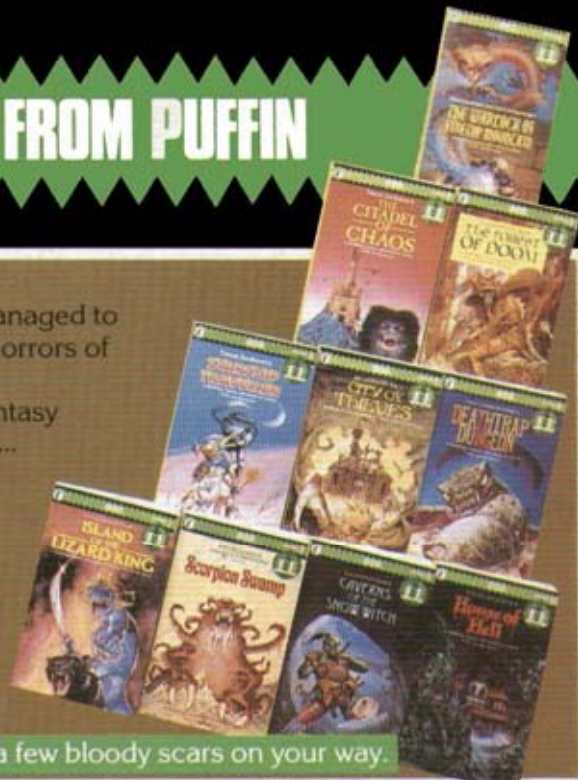


FROM PUFFIN

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fearless hero!

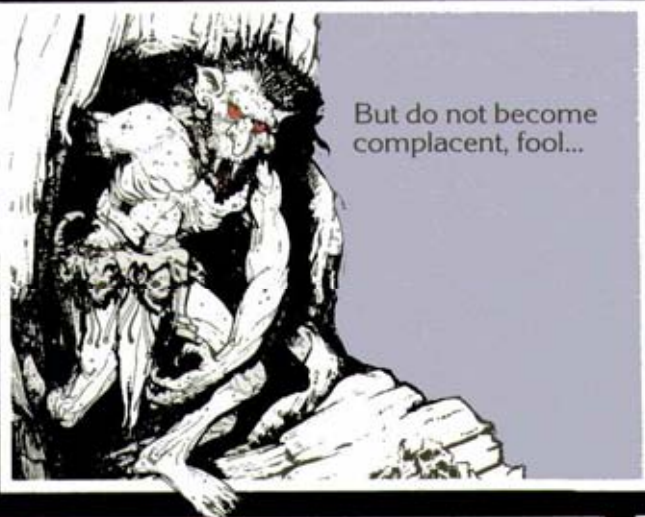


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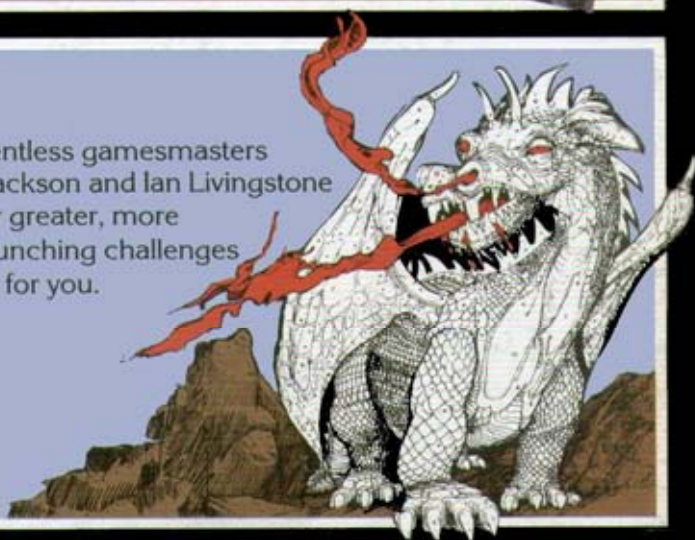


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